SPECIAL BUMPER ISSUE!

CRASH

ZX SPECTRUM

A NEWSFIELD PUBLICATION
NO.58 NOVEMBER 1988
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WITH CASSETTE



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from INCENTIVE

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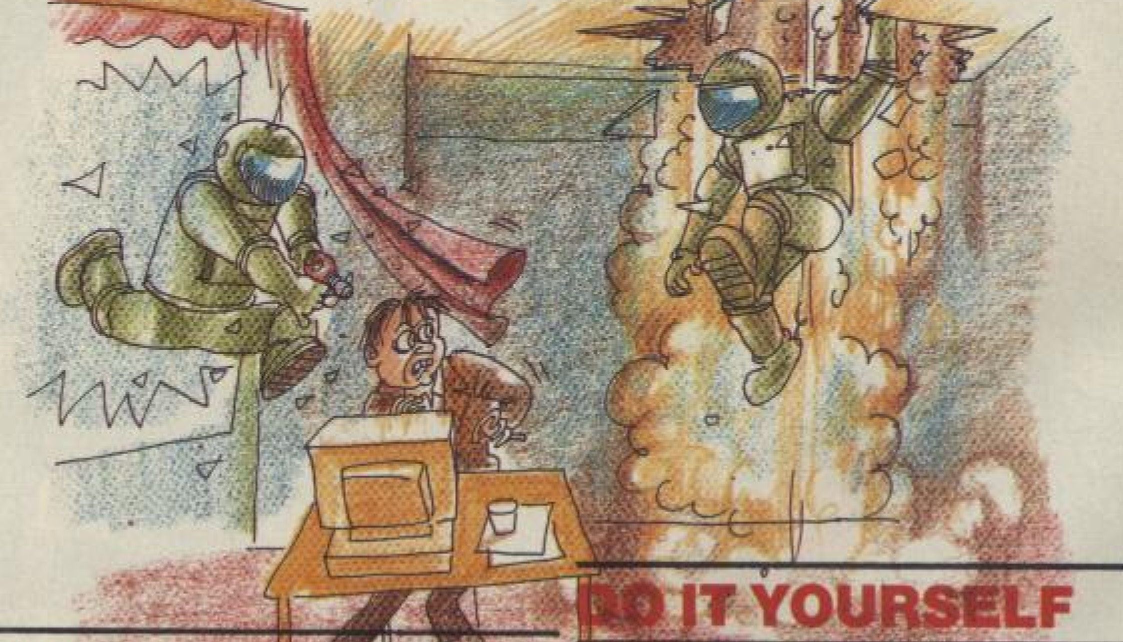
Well, here we are again.
Another month another mag,
as the old saying goes.
Sorry if you were looking for
Rambo III on this month's
cover cassette – I thought
RoboCop would be much better,
and it is!
Pity that Amstrad have produced
another PC and put a Sinclair
logo on it – but I reckon they'll
have an Atari ST/Amiga basher
for this time next year.
If you think this month's
CRASH is value-packed then get
hold of the Christmas Special –
200+ pages, I just don't know
where I'll find the time to read
it all.
Anyway, I'm off for a week's
holiday on Skye. So till next
month...

Keep warm,

Dominic Handy

FREE SNEAK PREVIEW TAPE

Securely taped to this month's CRASH should be a double A-sided cassette with demos of Ocean's mega-movie tie-in *RoboCop* and Incentive's Egyptian Freescape thriller – *Total Eclipse*. Remember, CRASH brings you the top games first – in fully playable form!!



HACKERS SHOW OFF

After September's crazy computer murders, Mel 'The Merciless' Croucher turns his attention to the decidedly more light-hearted topic of Happy Hackers. Has Acid House come to the hi-tech world of binary misdemeanours?
Find out on page 76

The biggest PC Show ever. Tens of thousands went, gawped and vacuum-cleaned tons of PR leaflets, posters and Olibugs. Old (who? me? – LM) Lloyd Mangram went to see how it compared to the old days at the Barbican centre.
Report on page 11

ISSUE 59 CHRISTMAS SPECIAL ON SALE NOVEMBER 17

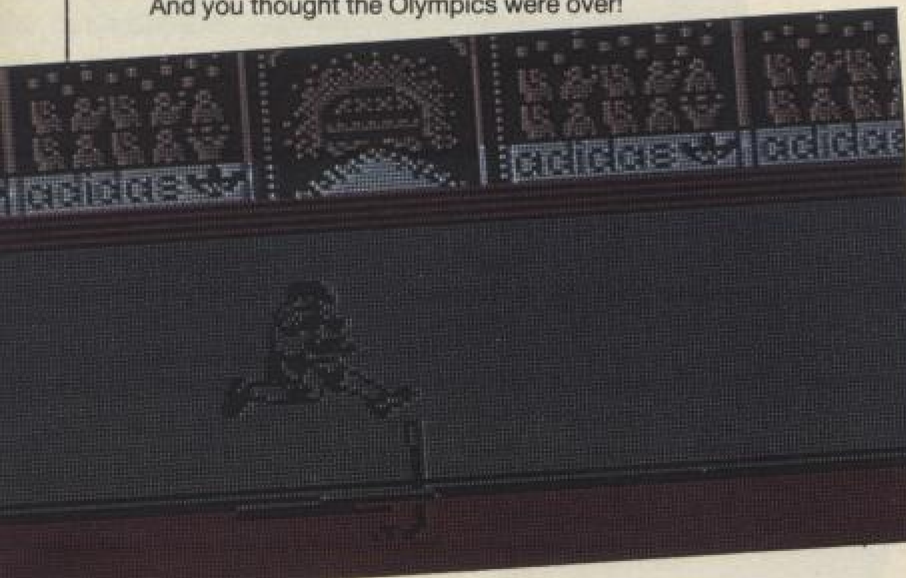
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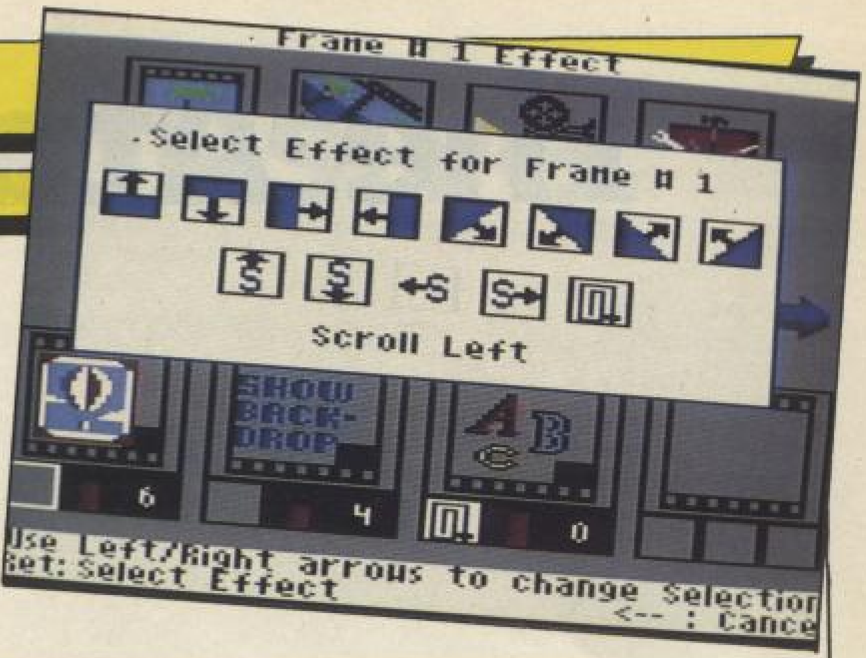
DO IT YOURSELF

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EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Dominic Handy **Assistant Editor:** Stuart Wynne **Staff Writers:** Mark Caswell, Philip King, Lloyd Mangram, Nick Roberts **Photography:** Cameron Pound, Michael Parkinson **Contributors:** Jon Bates, Raffaele Cecco, Mel Croucher, Ian Cull, Simon Goodwin, Ian Lacey, Barnaby Page, Ian Phillipson, Paul Sumner **Editorial Assistants:** Caroline Blake, Vivian Vickress **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Reprographics Supervisor:** Matthew Uffindell **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Production Team:** Ian Chubb, Melvin Fisher, Robert Hamilton, Robert Millichamp, Tim Morris, Yvonne Priest **Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Sales Executives:** Sarah Chapman, Andrew Smales **Assistants:** Jackie Morris, Lee Watkins ☎ (0584) 4603 **OR** (0584) 5851/2/3 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow.* Colour origination by **Scan Studios**, *St Alban's Place, London N1.* Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

ZX SPECTRUM

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NEWSFIELD
A NEWSFIELD PUBLICATION

ISSN 0954-8661
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The Atari 520STFM



Of £450 worth



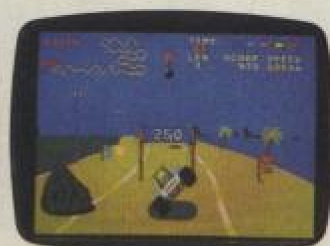
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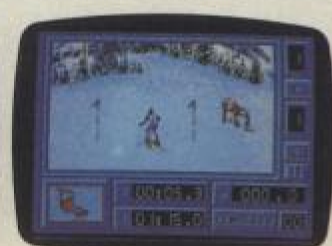
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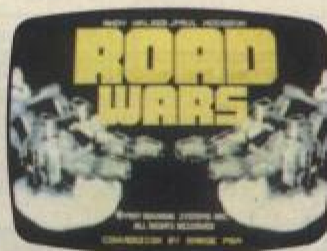
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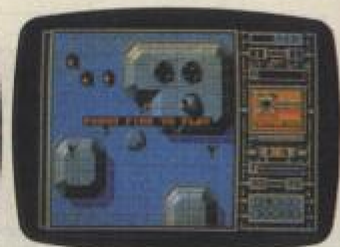
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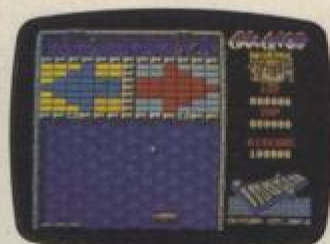
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BLACK LA
Fireb

Here it is! The new Super Pack from Atari.

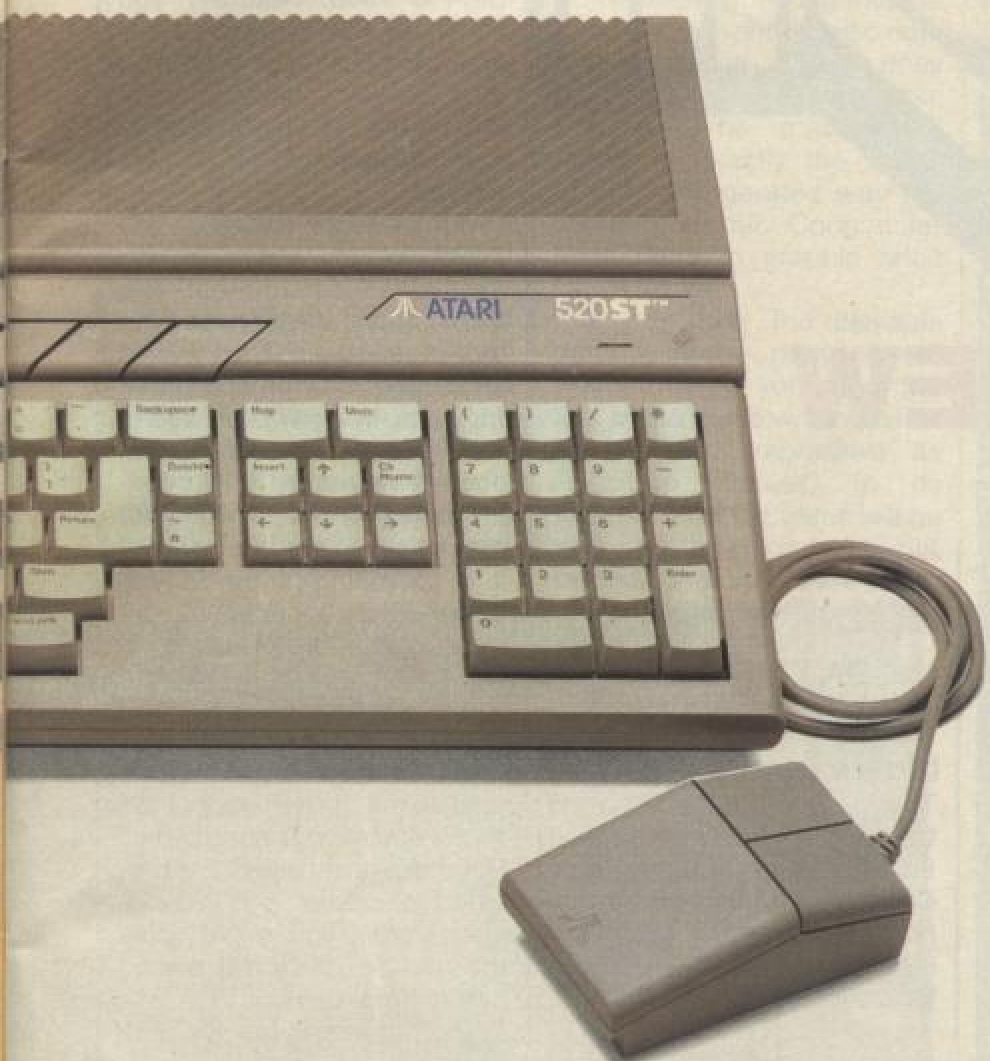
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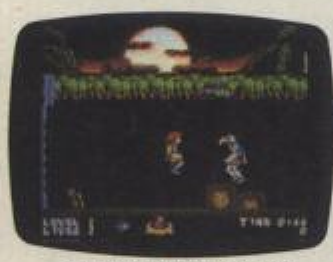
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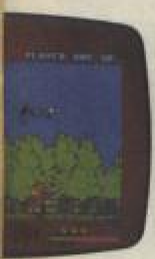

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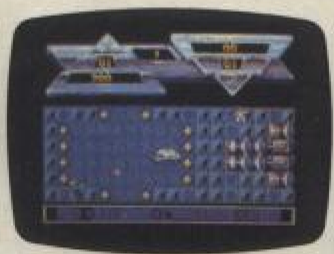

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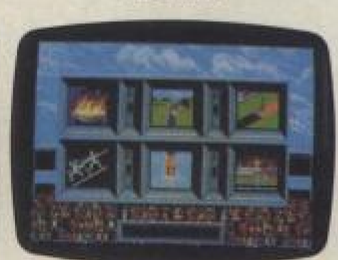

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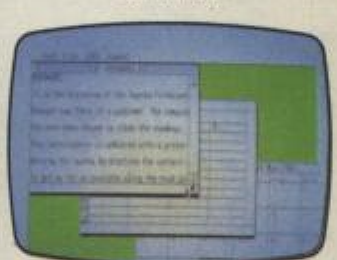

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ATARI SUPER PACK

THE CRASH ZX SPECTRUM

SNEAK PREVIEW TAPE

While CRASH previews and reviews are widely recognized as the most authoritative around, when the games are weeks from release that can only add to the agony of waiting for the local shop to get them. That's why Issue 58 comes with yet another fantastic Sneak Preview Tape. Quite simply the two games on it look set to be among the biggest games this Christmas. So rather than have you tear your hair out in frustration we've provided two great, playable demos as BMA-approved therapy for games addicts.

TOTAL ECLIPSE

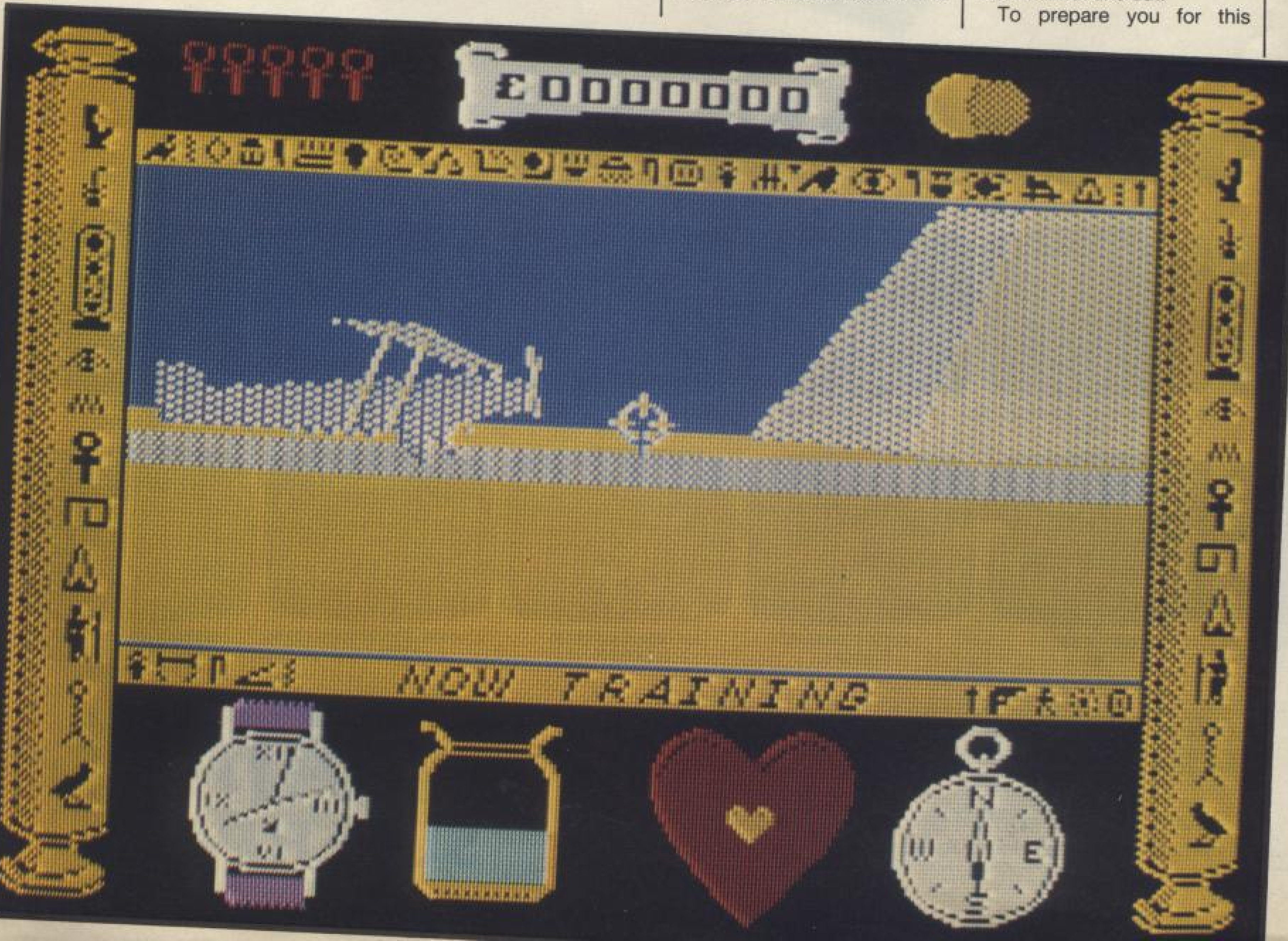
INCENTIVE

The Sun blows up Earth!

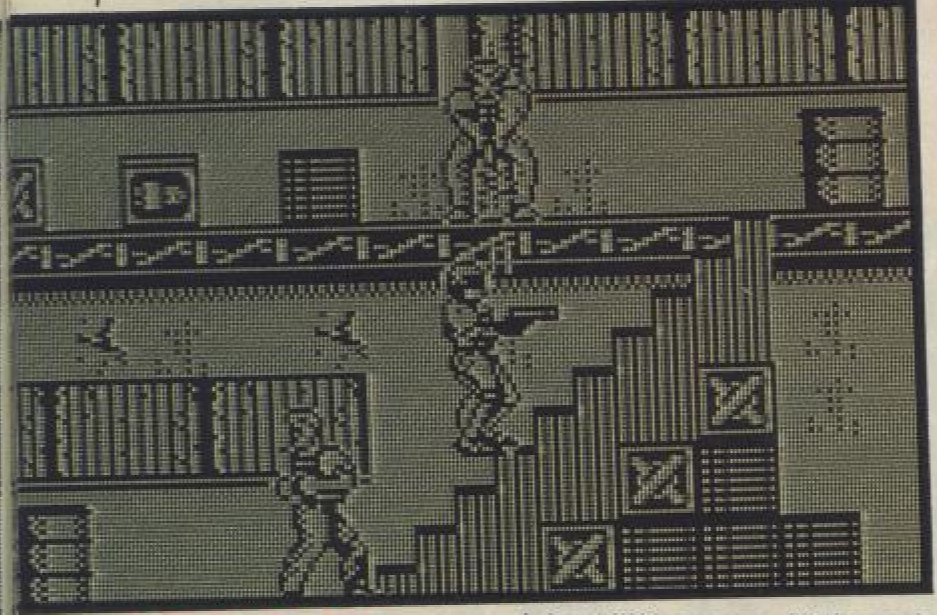
That is, it will if you're not on top form for Incentive's latest Freescape blockbuster, *Total Eclipse*. The Sun in question is not, surprisingly enough, the newspaper but rather Patrick Moore's favourite ball of fire. Apparently the Egyptian Sun God Ra has placed a curse on the Moon which will cause it to explode once it eclipses the Sun. This terminal eclipse is due just two hours from now, on a particularly sweltering day in 1930. Naturally you think you can prevent this – what an ego! – but once you step out of your biplane, in front of the Sun God's massive pyramid, even you might have doubts.

To reassure yourself you might check your Webley revolver's loaded, but the most crucial weapon on your side is your brain. The pyramid is packed with poison darts, tripwires, flying swords, secret wall panels, pressure pads, ancient mummies and treasure chests – plus a whole lot more. Feeling a little faint? Well it is scorchingly hot. So you better keep an eye on your water bottle at the bottom of the screen – if that runs out you're in trouble. But don't panic – it just might kill you. That beating heart can only take so much exertion, put too much strain on it and it'll fail. But make good use of the provided compass and maybe, just maybe, you might solve the puzzle of the pyramid before time runs out.

To prepare you for this



daunting task, Incentive's playable demo takes the form of a trainer with five of the planned 50+ rooms for you to explore. Your objective is to find and collect six items of treasure. If you go through a door into an unfinished room then an Incentive blurb will come up, do a U-turn and you can go back on your way. Incentive's first Freescape game, *Driller*, earned 97% in Issue 47 and totally dominated the CRASH 1987 Reader's awards – it won five, including Best Game Overall. The sequel, *Dark Side*, was another huge CRASH smash with 95% in Issue 54. After a change of scene to Egypt in the 1930s Incentive seem to have yet another monstrously playable, and hugely puzzling game. Play the demo now and see if you don't agree!



ROBOCOP

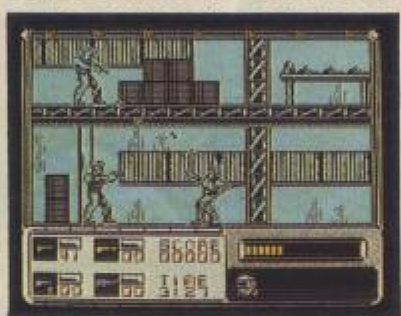
OCEAN

He is the law!

RoboCop was one of the most popular films this year and Ocean seem guaranteed a chart-topping game with the licence. Yet rather than simply rely on the title to sell the game Ocean have turned loose one their very best programmers, Michael '*Combat School*' Lamb, to produce what looks like a quite incredible game. The playable section we've wheedled out of Ocean is The Drugs Factory. In the film RoboCop marches through this calmly dispatching enemies before confronting arch-enemy Clarence Botticker. Yet while this appeared quite effortless in the movie once you try it yourself, as is so often the case, it's a lot harder. Quite simply you must move through the horizontally scrolling factory while disposing of your enemies either with your gun or fists. The gun has a strictly limited amount of bullets so keep an eye out for ammunition as well as baby food (what? you haven't seen the movie?) to restore energy. While cursing the toughness of the game you should also note those graphics, not only does the graphic character look like RoboCop, he moves and reacts in exactly the same, slightly exaggerated way the movie one did. Congratulations there to graphic artist Dawn Drake.

If you think the playable demo's pretty damn good, well let me tell you about the rest of the game which seems as big and impressive as RoboCop himself. In its finished form the game will be split into three loads for 48K owners, and one massive load for 128K owners. All the various parts of the game seem intended to follow the film extremely closely – this is perhaps the most authentic tie-in ever.

In load one there's the Shooting Gallery, where you collect ammo for Patrol One.



The patrol is a horizontally-scrolling section where you must shoot all the bad guys. After that it's the Woman Being Attacked scene, here RoboCop must shoot the attackers holding her hostage without harming the woman. Rescue her and it's back on patrol, but this time you have to face Emil at the petrol station.

Load two has a photofit section before The Drugs Factory section and a confrontation with the massive, Walker-like robot ED209. Get past ED and load three has you escaping from the OCP office tower in a horizontally/vertically scrolling game. Then there's the battle in the junkyard before you must rescue the OCP president.

The game should be on sale in November and the queue starts behind me!

LOADING INSTRUCTIONS

Connect a suitable cassette recorder to your Spectrum. Rewind your Sneak Preview Tape to the beginning. Type **LOAD""** on your Spectrum and press ENTER. Press PLAY on your cassette player.

For more information consult your Spectrum manual.

CONTROLS

ROBOCOP

Ocean

Up	Q
Down	A
Left	O
Right	P
Fire/Punch	SPACE

TOTAL ECLIPSE

Incentive

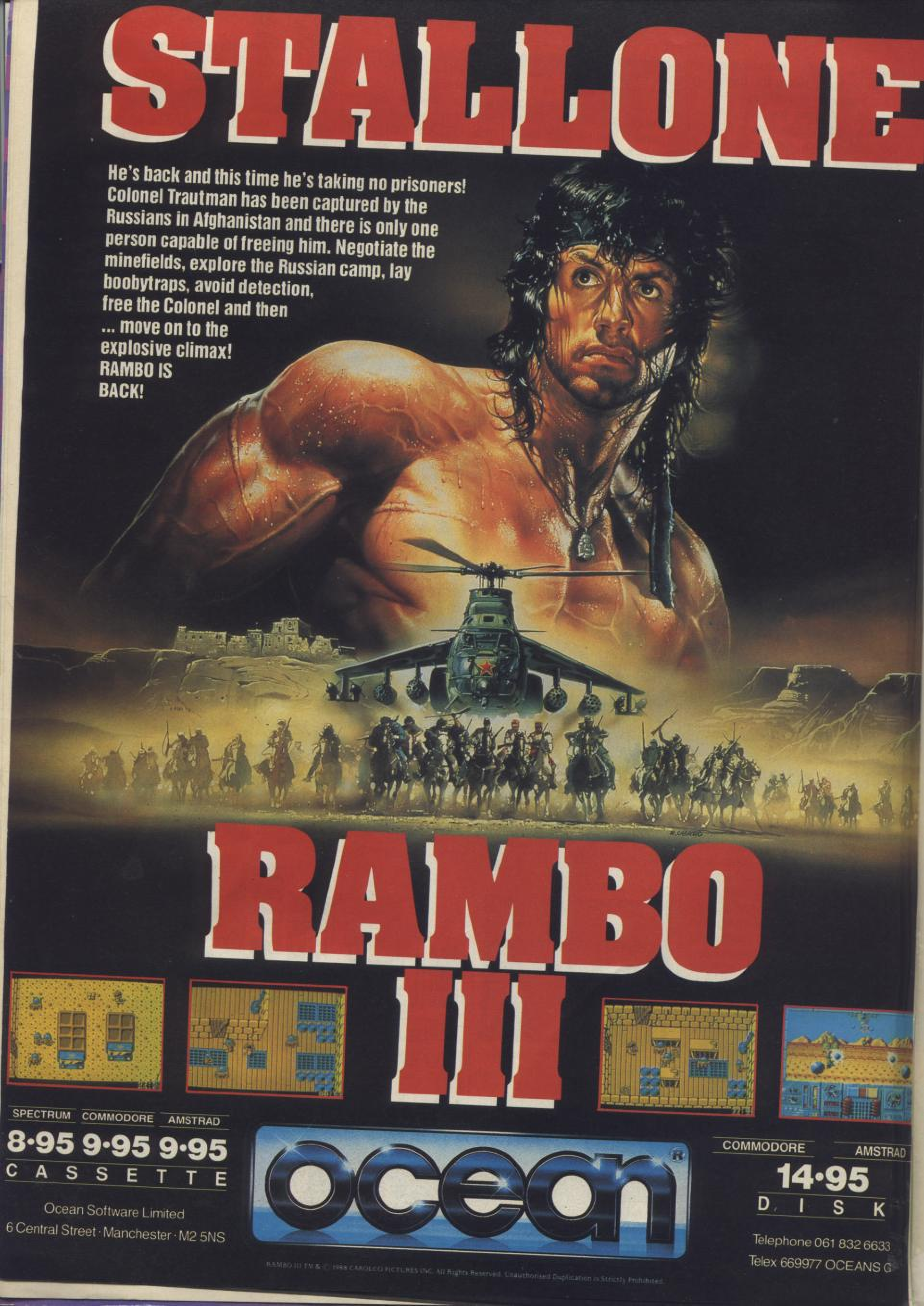
Forward	O
Back	K
Left	Q
Right	W
Draw/replace gun	SPACE
Fire gun	0
Speed change	S
Angle change	A
U-turn	U
Look up	P
Look down	L
Face forward	F
Height change	H
Interrupt game	I
Rest	R

See CRASH Issue 58 for more details



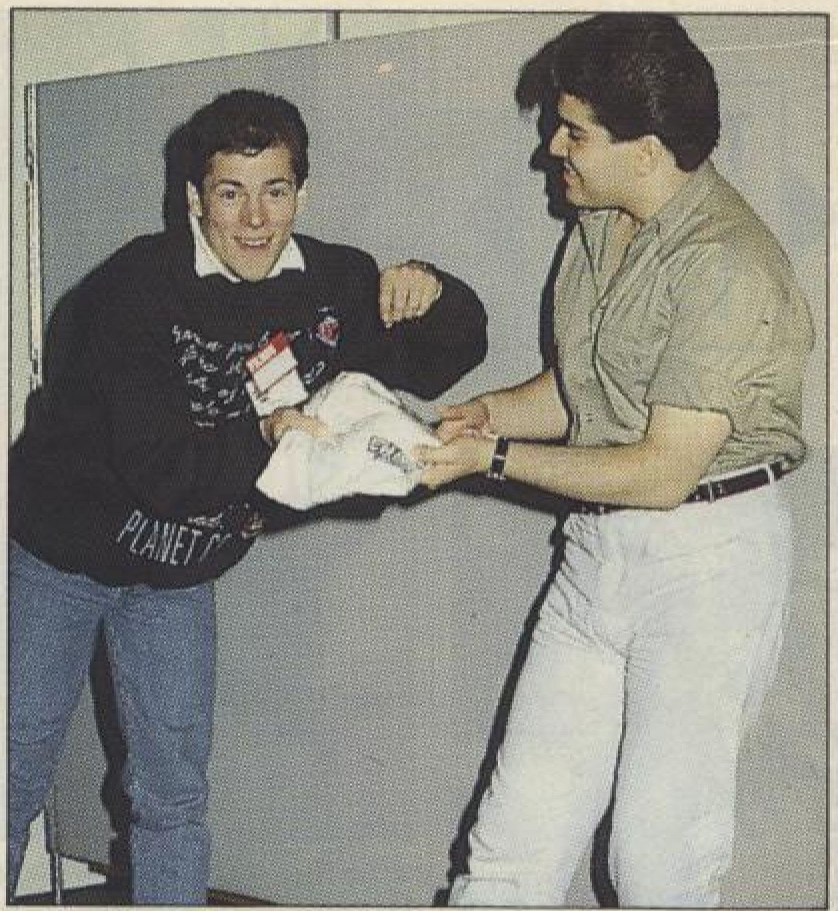
THE CRASH SNEAK PREVIEW TAPE

TOTAL ECLIPSE / ROBOCOP



STALLONE
He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! RAMBO IS BACK!
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RAMBO III TM & © 1988 CAROLCO PICTURES INC. All Rights Reserved. Unauthorised Duplication is Strictly Prohibited.

NEWS



▲ The Editor finds a certain well-known programmer (not dissimilar to Raf Cecco) running off with another CRASH T-shirt

THE PC SHOW REPORT

A LLOYD 'I WAS THERE' MANGRAM 1988 PRODUCTION

One of London's biggest exhibition halls plays host to the hardware makers, software producers, media and locust-like hordes. Lloyd Mangram reports . . . (Yes, he *was* there . . . somewhere . . .)

What was like it? Was it a tremendous success or a massive flop? Having moved from Olympia to the much bigger Earls Court centre, something about the show had to be massive, didn't it? Well on Friday, the 14th, the first day open to the public, it looked rather like a massive flop. The huge stands, arranged in a maze Magnetic Scrolls could've been proud of, were for the most part rather empty. What visitors there were wandered rather aimlessly through the leisure side, dwarfed by the brash stands erected for them. Things picked up towards the end of the day, but perhaps because of the postal strike (causing difficulties for those who wished to reserve tickets in advance) and it being a school day, attendance seemed low (although the Show organisers, Montbuild, insisted that it was yet *another* record-breaking attendance – which I find **very** hard to believe). But if it was all going to be all quiet on the PC Front over the weekend I, for one, would've been relieved – after trekking all around the Show on Friday my feet were raw.



▲ Press room with a view

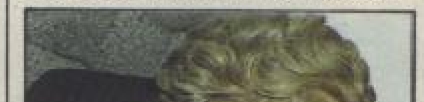
On Saturday the floodgates opened and Earls Court was swamped. Journeys to see the ever-friendly software people (now, understandably due to the poor organisation of stand facilities and equipment, getting rather ratty) required strategic planning to avoid crammed thoroughfares. The queue for the **MicroProse** Super X simulator seemed to snake everywhere, with signs along its entire route encouraging people to jump the queue by buying MicroProse software from Evesham Micro. When I (eventually) got inside the Super X Prokon sim I was a little disappointed. After all the hype the quality of the picture seemed a little blurry, like a mediocre quality TV picture, but blown-up. The video technology was used to merge together a space shuttle launch (strangely from an external view), and first perspective views of a *Tron*-like computer graphics trip, taking part in a motorcycle race and a car rally among others. The latter two were among the most impressive and what worked really well was the feeling of acceleration. Logically, you could figure out that this feeling was produced by the simulator tilting backwards, but when the motorcycle lurched across the start line you almost felt you were there.



▲ Smile! You're on Cameron's camera

Another American-orientated stand was **The Big Apple**'s, this cardboard Manhattan trembled to the sound of American rock, while pretty young women handed out promotional leaflets. Prior to the Show the company had promised women dressed as raisins to promote one of the most esoteric (LMLWD) licences ever – a game based on an American raisin ad (very suitable for a UK market, I thought). On my tour around the stand the girls didn't look that wrinkle-skinned, but perhaps my eyesight isn't what it once was . . .

Yet another shining example of Anglo-American relations was provided by **Domark**'s stand which included a life-size, mechanical *Spitting Image* puppet of Mrs Thatcher,

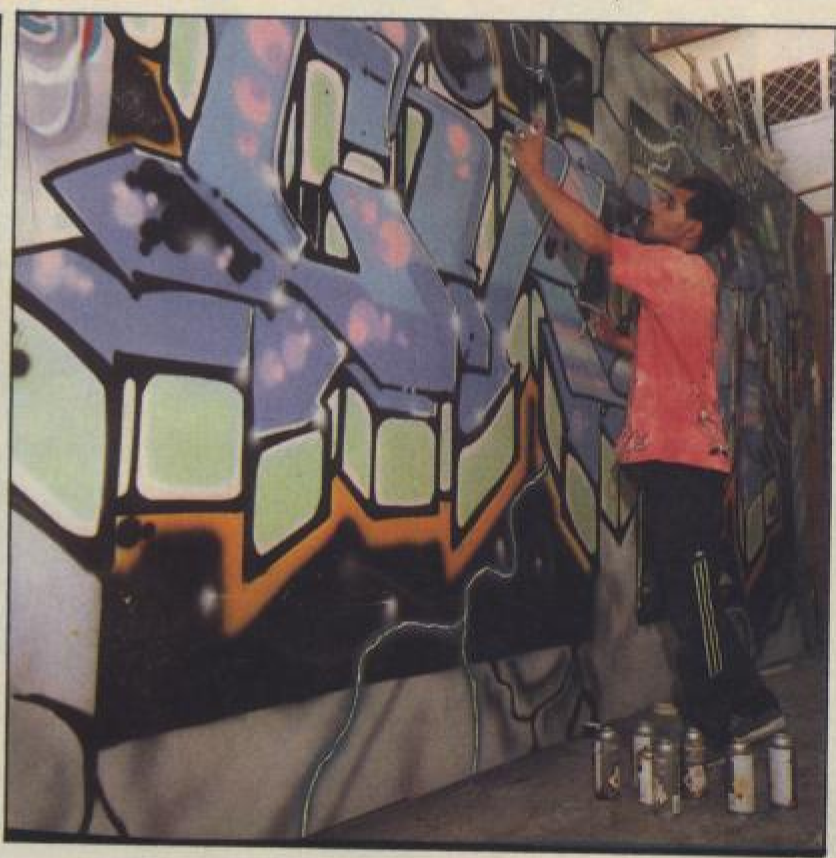


▲ Everyone was reading CRASH down at the Show!

NEWS



▲ Dinamic!



▲ Just look what this man is doing to the Telecom Soft stand!

along with a double-decker bus driven by a latex Rambo! This weird setting was the scene of much celebration as Domark signed a deal with Atari Games, the American coin-op makers now unconnected with Atari computers. To avoid confusion with the latter, Atari Games home computer conversions are labelled Tengen. Part of the deal will involve publicising the Tengen name for people, like me, who hadn't noticed the tiny Tengen credit on the back of another Atari Games coin-op conversion, *The Empire Strikes Back*.

Domark's deal with Atari Games is for the unusually long period of three years and is expected to include around twenty titles. Included among these will be *Toobin'* (the coin-op was reviewed last issue) and *Vindicators*, a battle of futuristic, customised tanks – a sort of cross between *Battlezone* and *Xybots*. These should be available sometime next year.

Such amicable feelings were notably absent from the **Mirrorsoft** stand, where a life-size fox was seen strutting around toting nothing less than an M-16 machine gun! If RoboCop had been able to make an arrest no doubt the violent vermin would have protested centuries of relentless hounding as just cause. And, of course, the media were there to glorify the violence. Indeed Mirrorsoft had already got a game called *Foxx Fights Back* ready for release. Mirrorsoft PR spokesperson Cathy Campos offered nothing in her defence except a review copy, which we, of course, refused on principle. (See page 91 – Ed.)

And of course where there's violence, albeit of slightly tongue-in-cheek type, no doubt there's sex too. In the case of the PC Show this was provided not by Corinne *Vixen* Russell, but by some mini-skirted **US Gold** girls (arh, they were so sweet – Ed) and – inevitably – the **Dinamic** stand. Regular readers will no doubt remember the furore surrounding Dinamic's original *Game Over* almost exactly a year ago (Issue's 43 and 44). The notorious advert featured a certain scantily-clad lady whose virtue, or something, was protected by Oli and his airbrush. (Who could ever accuse Oli of corrupting young minds?)



▲ Newsfield's Mel Croucher looking decidedly normal!



▲ Just in case anyone said anything horrid about his new baby, Ocean's Gary Bracey parked the family car on the stand!

The appearance of the sequel at this year's PC Show meant that again Dinamic posters were the show's most sought after (although Anco's *Strip Poker II* posters seemed fairly popular). This year they were bigger, and promoted by a young lady in a modest black dress and *Flash Gordon*-style golden shoulder pads. Suitably intimidated visitors respectfully asked for posters, while elsewhere their behaviour was more like a horde of locusts, grabbing leaflets, posters and CRASH bags in a ravenous blur.

Naturally the biggest stands suffered most, and one of the most impressive of these was once again **Ocean**'s. Nevertheless they seemed to have taken security a little too far – with RoboCop and an armoured car on the stand. Gary Bracey (Software Manager) rather feebly protested that these were, in fact, promotional gimmicks, slapping an *Operation Wolf* sticker on the armoured car – the locusts seemed little deterred. Gary couldn't be depressed, however, since his wife had just had a baby boy whom everyone congratulated him on. To celebrate, Gary intended taking the following week off, but Ocean's programmers are unlikely to get any such rest with many of the stand's free-play arcade machines set for imminent conversion. One of the most popular of these was Data East's *RoboCop*. The computer version still unfinished, it showed the section on this month's cover mount and was particularly impressive for the characterization and animation brilliantly replicated on the Spectrum. Also looking somewhat unfinished was Ocean's RoboCop stand-in, with an odd piece of string protruding from his armour. RoboCop spent some time arresting and shooting the visitor-locusts, but soon had to retire due to severe overheating problems. Disappointed film buffs could console themselves with clips from *Rambo III* and the fabulous *The Untouchables*, more Ocean licences. (In fact the Editor was seen spending almost two hours trying to watch each of the films over the heads of bobbing 'I've taken a wrong turn here somewhere?' business men.)

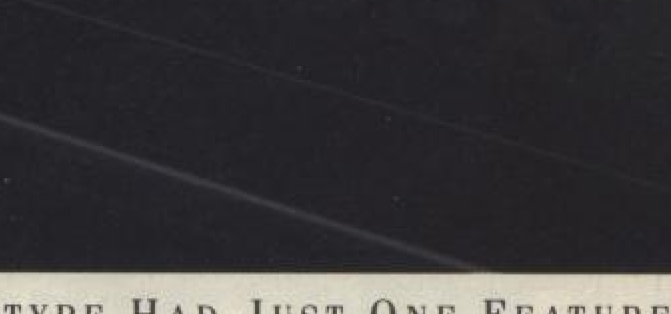
Another stand loaded with free-play arcade machines was **Rebel**'s. The label had only just been launched at the show and conversions of their licences are not due till 'sometime' next year. How they plan to convert the spectacular 3-D race game *Continental Circus* to home micros they weren't saying, but the bandanna things they were handing out proved very popular among those who could tear themselves away from the arcade machines. I had a cursory look around and found the games very impressive, but during public hours the visitors made it impossible to play them, while after hours a horde of reviewers acted similarly . . .

One area I made sure to stay away from was the huge **Newsfield** stand. Our biggest yet, it was complete with the Computer Art Exhibition and a lounging area at the front. The centre of the action, however, was the sales stand where Directors, Editors and reviewers struggled alongside admin people to serve the maddening hordes. Since only the latter had a



▲ Even GO!'s Dave Baxter could raise a smile at the PC Show (well, he's such a nice chap, isn't he?)


PHONES
FM STEREO
TUNING



NEWS

clue how to operate the hi-tech till, things were hectic to say the least. But by Sunday, CRASH, ZZAP!64 and THE GAMES MACHINE had all sold out and we were reduced to making humble apologies.



▲ MicroProse's 'Wild Bill' Stealy (left) and Stuart Bell smile as the crowds gleefully await a little go on the simulator

One person who apparently had no rest was Nick Roberts who was signing almost as much stuff as Oli – whose posters were selling like nobody's business. When Nick was absent for the occasional, much-needed lunch break other CRASH staff were often reduced to signing autographs with 'friend of Nick Roberts' in brackets underneath. At least all the adulation helped him recover from his encounter with TGM's Mercy Dash. This Mel Croucher/Robert Evans cartoon character, made real for the show by Helen Rothschild, was equipped with a fairly resilient plastic bottle. This she used to bash all and sundry over the head with. Still, Mercy has her soft side too, and it was she who started the liberal handing out of Olibugs to anyone who asked. From then on everyone was asking for them, from toddlers to people older than even me. (Please can I have one for the wife of my aunty's brother's sister-in-law? She's in hospital, you know. And she reads CRASH every month! . . . And perhaps one for her youngest son?) By the end of the Show there were enough empty bug bottles to make Mel Croucher wonder if Mercy hadn't been on the sauce again.



▲ Superman meets THE GAMES MACHINE's Mercy Dash

At least half of the bugs, I was informed, were used by the ZZAP!64 people as a kind of weird self-ornamentation. One Scouse reviewer virtually disappeared under a mass of the fantastic furry fluffballs. Trying to keep a more sober appearance was Mark Caswell. He watched over the fast disappearing CRASH back issues while wishing Jon Bates's soundtrack for the Art Exhibition sounded more like James Brown. His white shirt alone seemed immune to the latest outbreak of Sticker Wars, with Oli in particularly adept at slapping Newsfield 'Game Grabber' stickers over any, lesser, magazines' wimpy little efforts.

Trying to keep aloof from such activity was Dominic Handy, who sat at the front of the stand with one of the Show's most satisfied grins as he sold copies of the latest CRASH, occasionally assuring excited customers that this was the best magazine they could buy. ZZAP!64 and TGM staff muttered in disagreement now and then. In general the new stand, like the Show itself, was rated a great success – even if no-one has a clue how to top this stand next year. As for me, well I preferred the cool surroundings of the Press Rooms, a drink and a bowl of cold water for my aching feet.



▲ The Psion stand was probably the most impressive

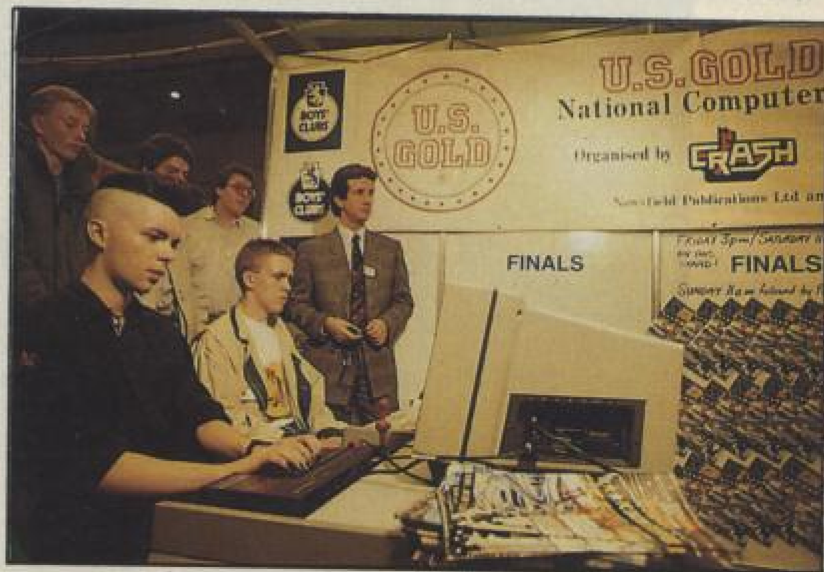
THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS

What I couldn't miss attending, however, was the final of **National Computer Championships**. The competition as a whole was organised by Newsfield in association with The National Association Of Boys' Clubs. Sponsorship was provided by the ever-generous US Gold, on behalf of the Personal Computer Show. (Right, credits out of the way and on with the reporting . . .) The attempt to find the country's top games player began in April, with the first regional heats held on May 14. The competition took in such exotic locations as Birmingham, Edinburgh, Leeds and even a platform of Waterloo Station. At each place there were in fact two competitions, one for Spectrum owners and one for Commodore 64/128 bods. The various stages of this ambitious competition were naturally reported in CRASH, with the semi-finals in August ultimately producing the finalists.

On the Spectrum they were . . . **Stuart Campbell** from West Lothian; **Paul Roberts** from Sheffield; **Paul Burridge** from Wheatley in Oxon; **Michael Deer** from Swansea; **Steven Smithwhite** from West Lothian and finally **Mark Sivill** from Newent in Gloucestershire. And on the Commodore . . . **Mark Young** from Fife; **Michael Bonham** from Nuneaton; **Glen Pickersgill** from Hull; **Neil White** from Edinburgh; **Jeffrey Lane** from Herts and last, but by no means least, **Stuart Witts** from Swindon. The finals were held over the three public days of the show, September 16, 17 and 18.

The US Gold game provided for the final (on both the Spectrum and Commodore formats) was *Roadblasters* (84%, Issue 55), a fast and furious racing and blasting game that requires a steady nerve and a very itchy trigger finger. The contestants were asked to play four ten-minute games each (over the course of three days), with the final scores being a total of these four games. Of course this being the PC Show the hall was packed, but some ingenious mind in the **Pepsi-Cola** camp came up with the brilliant idea of covering a wall with huge video screens (something like the type found at pop concerts). It really only needed a TV company present to record the event for posterity, and enough said, LWT were pressed into service. And so the contest began.

It was a hard fought battle, all of the combatants were determined to win, but at the end of the day there could only be one winner on each computer. The Spectrum winner turned out to be a very capable Stuart Campbell, and on the Commodore . . . 14-year-old Mark Young. They both received £1000 worth of software/hardware for their trouble. (Can't be a bad thing, I thought. I must dust off my old Spectrum one of these days, I'll be entering next year for sure!)



▲ Now that's what I call a haircut! The way ahead for Spectrum champions?

Before they could think of spending any of it, however, an invitation was extended by Pepsi for the Spectrum and Commodore winners to have a brief, play-off 'final'. To ensure impartiality it was held on Atari STs, with the then-unseen *Mad Mix Game* – the first Pepsi Challenge computer game (the Spectrum version is reviewed on page 86.) It was a tough battle, but Mark narrowly pipped Stuart to the post, 28000 points to 20000. Both players won various Pepsi-Cola goodies, and Mark Young left with the title of 1988 Pepsi Challenge Champion. Congratulations to both winners.

PC OR NOT PC? THAT IS THE QUESTION

As accurately reported in Issue 55 of CRASH, the PC Show was the first public unveiling of the new Sinclair machine, or series it now seems. More like an Amstrad than a Sinclair? SIMON N GOODWIN gives his own views on this new 'Sinclair' machine . . .

Amstrad heaped more indignity on the **Sinclair** name at the PC Show, with the launch of the PC 200. The vanguard of the 'Sinclair Professional series' this is an IBM-clone with the Sinclair name glued on. The machine seems designed as a cheapish, home version of the IBM PC which Amstrad hope won't divert attention from its new, equally boring range of up-market super PCs.

In fact the PC 200 is nothing like a Sinclair, except that it's black and has rattly grey keys. It won't run Spectrum software or hardware.

This 'new' machine poses little threat to Spectrum however, since it uses IBM's ancient CGA graphics standard, which dates back to the days of the ZX81. Amstrad describe this lowest-common-denominator display as 'the most popular' PC configuration. As a result the only games mode gives 200 lines of 320 dots, in four colours from a very limited range. For non-games players there's a 16-colour text-only mode, and a monochrome 640 x 200 mode

'It won't run Spectrum software or hardware'

which needs a monitor display. Of course the PC is a 16-bit machine, but it wastes this theoretical advantage by using almost two and a half times as much video memory as a Spectrum.

At the back of the PC 200 a hatch reveals two sockets for IBM PC cards - but if you plug a card in, the hatch won't close! You end up with circuitry poking out of the top of the machine, exposing the inner workings to fizzy drinks, paper clips, fly's wings and anything else the non-discerning punter might drop inside (accidently).

While this design is unfortunately British, the machine will actually be manufactured in Korea. It comes equipped with one 3.5" 720k disk drive, and a socket for an external 3.5" or 5.25" drive. Most PC games still use the 5.25" format, although Mastertronic and US Gold have promised to support the machine so 3.5" games should become easier to find with time.

A joystick socket is provided, under the keyboard, but unlike most games computers expects an analogue stick. Sound to accompany

'The new machine poses little threat to the Spectrum'

any gameplay comes from a built-in beeper, reminiscent of the old Spectrum but with the addition of a volume control, useful for turning it off. There are also serial and parallel ports for printers, modems etc.

The processor at the heart of this new Sinclair is the same 8MHz 8086 used in earlier Amstrad PC clones like the 1512 and PPC laptop. It comes with MSDOS Ver3.3 and a mouse to control GEM, the PC version of the 'graphics environment manager' built into the ST. GEM comes with utilities like a clock, a calculator and a 'paint' package. The bundle also includes four games.

It was soon evident that the machines on display at Earls Court were pre-production prototypes. Some of them had screening panels inside, others had gaffer tape or naked circuit boards. The video electronics were lashed up on a small vertical board, with extra wires running over the back of the circuit and across to the TV modulator.

'The only games mode gives four colours'

Prices for finished machines are surprisingly high – £299 (+VAT, making it just under £350) for the basic model that plugs into your telly, rising to £460 (inc VAT) with a monochrome monitor or £575 (inc VAT) with colour. Despite the 'Sinclair' tag, it seems unlikely that the machine is, or will ever be, the natural upgrade for a Spectrum user. PCs, as is, are NOT games computers, and were never designed to be. The question therefore remains open; what, if anything, does Amstrad plan to offer for Spectrum owners looking to upgrade?



CPC RELAUNCH JOKE

Amstrad demonstrated further contempt for the market by bringing their 1984-vintage CPC range back from the dead, bundled up with 17 games. Prices start at £200 for the cassette 464 model, and £300 for the 6128 with one three inch disk drive. An extra £100 buys a colour screen. Still not worth it, though!

+3 BUNDLED

No, the Spectrum +3 is not going to be bundled with the new Sinclair PC 200 (although I suspect Amstrad would love to do this), the +3 is to be slightly re-packaged, with six games and the horrid SJS-1 joystick, at last year's price of £200.

Expect prices to fall, and extra bundles to be announced by major retailers, between now and Christmas.


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GAME OVER II

● *A pair of Dinamic boobs?!*

Producer **Dinamic**
Out of pocket **£8.95 cass**
£12.95 disk
Author **Carlos Abril, music by Javier Cubedo**

On the strange, alien world Phantis, Arkos, hero of the original game, has been imprisoned by the evil Gremla's heirs. As Major Locke you have assumed the risky task of rescuing him.

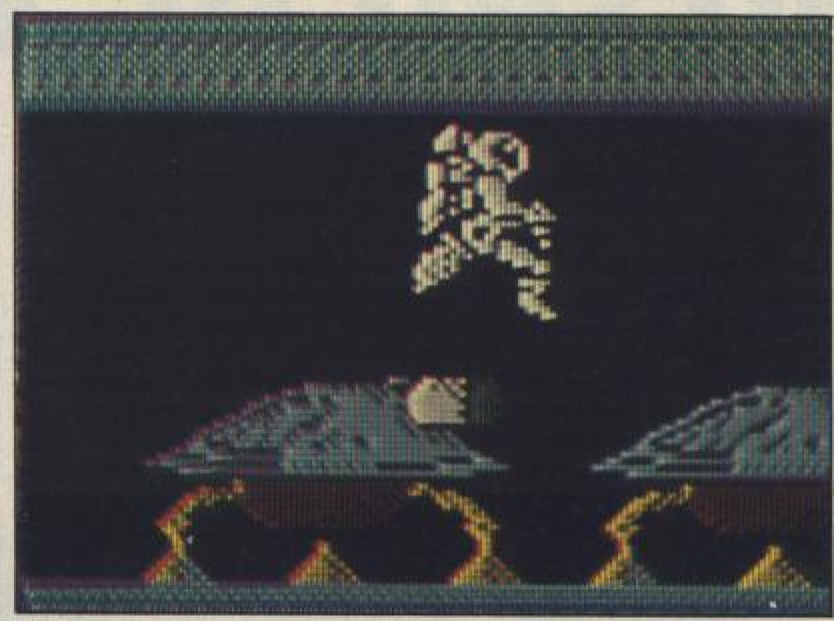
But this is no simple 'blow the wall down with dynamite' job. No, first you must venture through ten levels of some of the most demanding gameplay we've seen in a long time. As in *Game Over* (Issue 44, 55%) which is included in the package free, the game consists of two sections, each loaded separately. The second of these can only be played by inputting the correct access code obtained from completing the first.

Your mission beings with you approaching the planet Phantis in a spaceship. Unfortunately the enemy are aware of your presence and send hordes of kamikaze ships to destroy you. Should you manage to get past them, then it's on to the planet's volcanic surface where there's yet more enemy ships, as well as lethal rockfalls. Your destination is the underground cavern which leads to the swamps. Once Locke has landed there, he can mount a creature much like those at the start of *The Empire Strikes Back* (ie, two-legged llama-type things?!). With luck, it should carry him through the swamp.

The second section of the game involves exploring an underground forest and a lake infested with both dinosaurs *AND* piranhas. Get past that to the prison, and you still have kill the devils guarding it to complete the mission.

Colour is used liberally, and carelessly, on all levels resulting in a great deal of clash. Similarly disappointing is the sound, with a squeaky title tune and pathetic effects throughout the whole game. Actual gameplay is shallow and though you get a great quantity of levels for your money, the quality is mostly sub-standard.

PHIL 56%



▲ More of the same from Dinamic



NICK You would have thought that the programmers at Dinamic might have got the message after the *Game Over* review in Issue 44. The main complaint was colour clash, and guess what the sequel suffers from? Any small improvement that there is in the sequel is mainly due to the backgrounds being less detailed. Unlike Phil I quite liked the tunes (our resident disc jockey speaks – Ed), however, and sound effects are average for a shoot-'em-up/arcade game. With so much content here, in effect four games if you include the two parts of the original as well, I think it's really good value. In addition the sequel is, in my opinion, a great improvement over the original making this a very attractive package and well worth getting.

80%

GAME OVER TOO QUICKLY?

- **On the second section, find the gun and power pack as quickly as possible.**
- **Pick up pulsating hearts, as these reward you with extra lives.**
- **Collect medallions to proceed to the next sector.**
- **Watch the heart in the status box, the smaller it becomes, and the weaker it beats, warns you that you're near to death.**

Wow, *Game Over* and *Game Over II* in the same package, that would be great value for money if the games were any good. But sadly *Game Over II* is little better than the original. Admittedly the slightly blobby sprites are reasonable, but the hideous white splodge of colour clash which follows our hero around is terrible. The game itself is little more than a basic shoot-'em-up, and sadly to my mind not really worth the asking price. I'm sorry but it's a case of nice packaging, shame about the game.

MARK 43%



▲ Weeeee!

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: colour clash city
Sound: squeaky title tune with unchanging effects throughout the game
Options: definable keys. Play Part One or Two (with access code)
General rating: a flashy box conceals mediocre contents

Presentation	60%
Graphics	50%
Playability	60%
Addictive qualities	57%
OVERALL	**60%**

Daley Thompson's OLYMPIC CHALLENGE



Producer **Ocean**
Olympic gold **£9.95 cass**
£12.95 disk
Author **Dave (no relation) Thompson, graphics by William Harbison**

● ***Return of the joystick killer***

▼ Daley sweats it out, as the trainer looks on

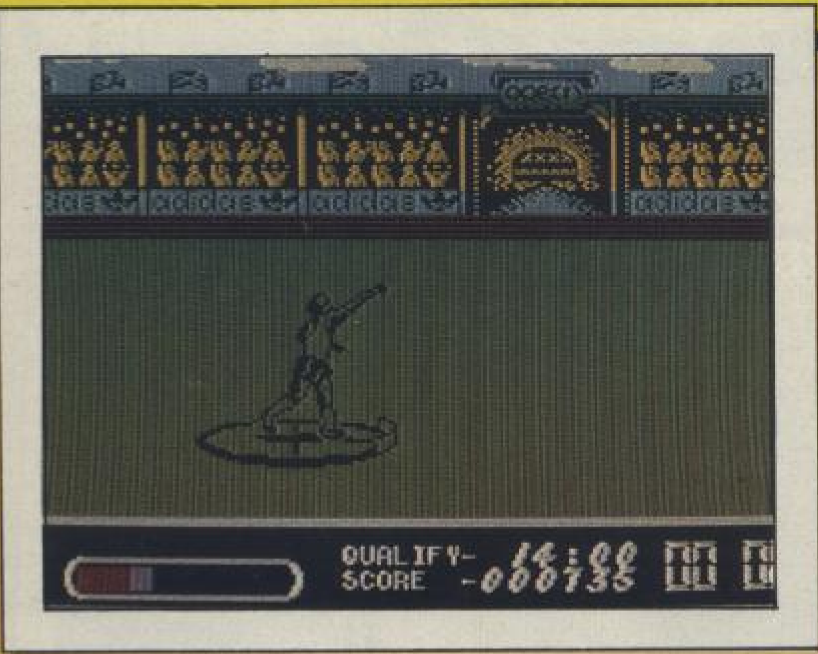


It's a sad, but sure fact that age catches up with you. Even Daley Thompson's no exception. Why I remember our hero in *Daley Thompson's Decathalon* when he could qualify in all the events without hardly breaking a sweat. Okay, the 400 metres put a bit of strain on the old joystick, but mostly it was a case of timing and skill. Four years later I'm afraid Daley can hardly do a thing without a titanic effort on the joystick. The old muscles just aren't what they were and the player (that's YOU!) has to compensate. But if getting the gold seems a difficult enough task now, be warned Ocean want even more. To promote their software they want Daley to win over 9000 points in the Olympic Decathlon – smashing the world record.

To get you in shape for this daunting challenge Ocean have thoughtfully provide a training session. Simply put, this consists of filling a bottle with a yellow liquid – no it's not a drug test, but a strength test. Each of the three training events gives the player a minute to try and fill a Lucozade bottle by frantic joystick waggling. While graphically quite distinct, each event – dumb-bells, sit-ups and squats – is identical in play: non-stop joystick destruction. At the end of the training session, a percentage is awarded which will contribute to your efforts in the game itself. (Day One and Day Two events are separate loads for 48K owners, 128K owners get it all in one load.)

Once you enter the Olympics you quickly discover the perils of fashion in sports.

A CRASH Smash



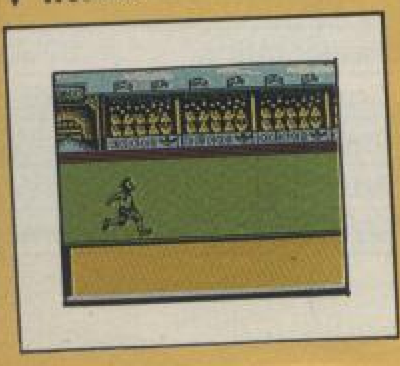
▲ Come on, Daley. It's no wonder you didn't win the Gold Medal, you're not trying!

Prior to each event Daley must pick the trainer which looks most fetching for the sport. If he picks incorrectly, well then he just doesn't feel quite right and his performance suffers. Fortunately, however, critics respond to this fashion gaffe by revealing the correct shoe – which is always the same, so after one game your fashion worries are over. (That's a relief - Ed.)

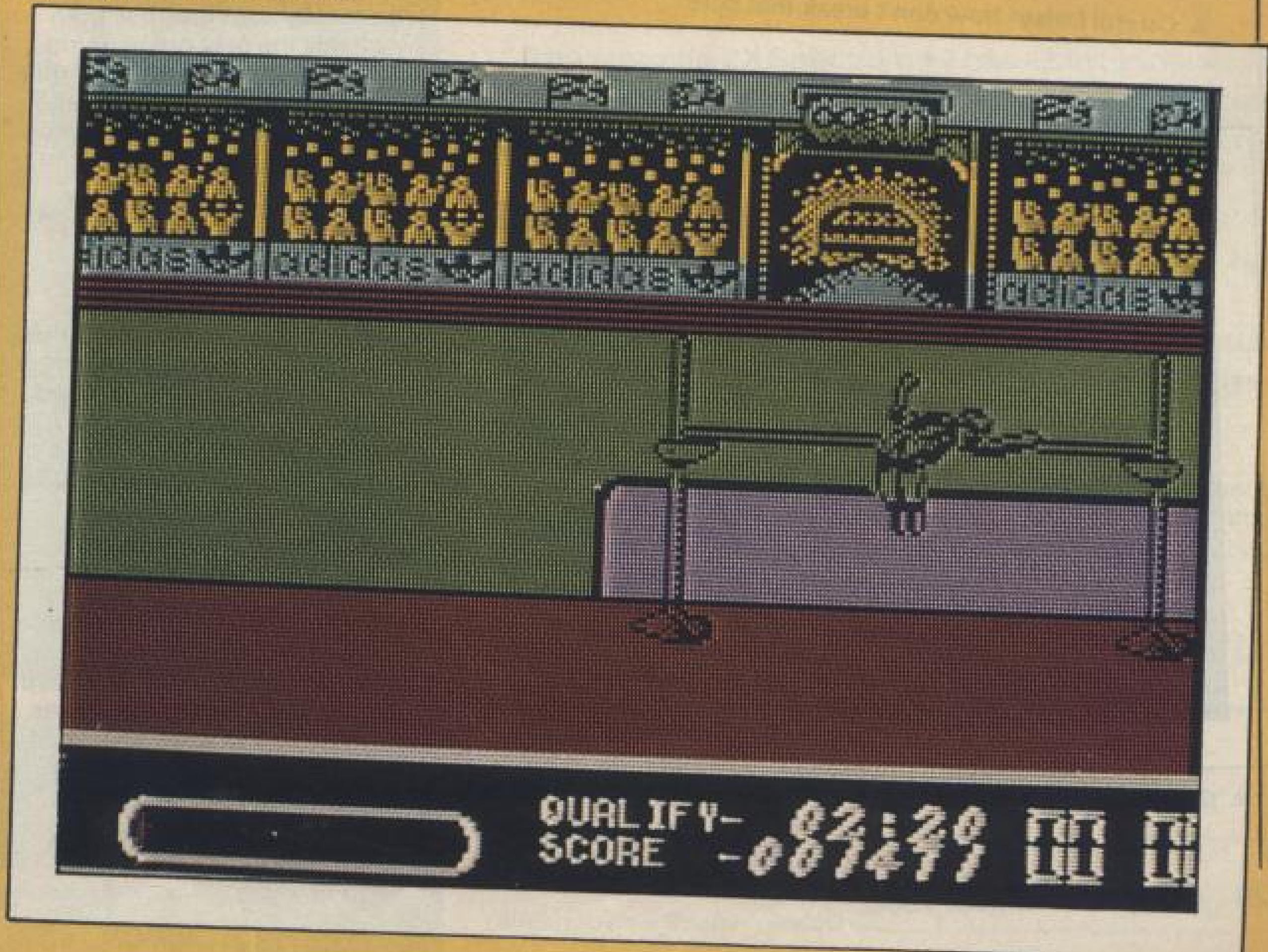
Much as in the original game Daley has three lives to see him through to the final event. Should he fail to qualify in an event then a life is lost – lose all three and the game is over. On the first day the events are 100 metres, Long Jump, Shot Putt, High Jump and 400 metres. The following day brings such delights as 110 metres Hurdles, Discus, Pole Vault, Javelin and 1500 metres. (Cor, I'm all out of puff just saying them!) Success in any of these rests mostly on sweaty joystick-waggling. For the 100m and the 400m it's all that's required; while the High Jump, Shot Putt, Discus and Hurdles demand in addition only the judicious press of the fire button. The Long Jump and Javelin use fire to set the relevant angle while the Pole Vault needs TWO fire button presses (tiring). After blistering your hands with all that, be grateful that once power has been built up for the 1500m then only a small amount of waggling is needed to keep going.

In terms of presentation *Daley Thompson's Olympic Challenge* is generally first-rate with some superb animation of the Decathlon superstar. There's even some amusing comic touches in the training session when a weedy little guy (the trainer) shuffles round in the background feebly failing to pick up even the smallest dumb-bells. Unfortunately more useful graphics, such as an indicator of how much track is left to run, are absent. Gameplay is

▼ Weeeee!



▼ Well, he's almost black!



DALEY CHEATS

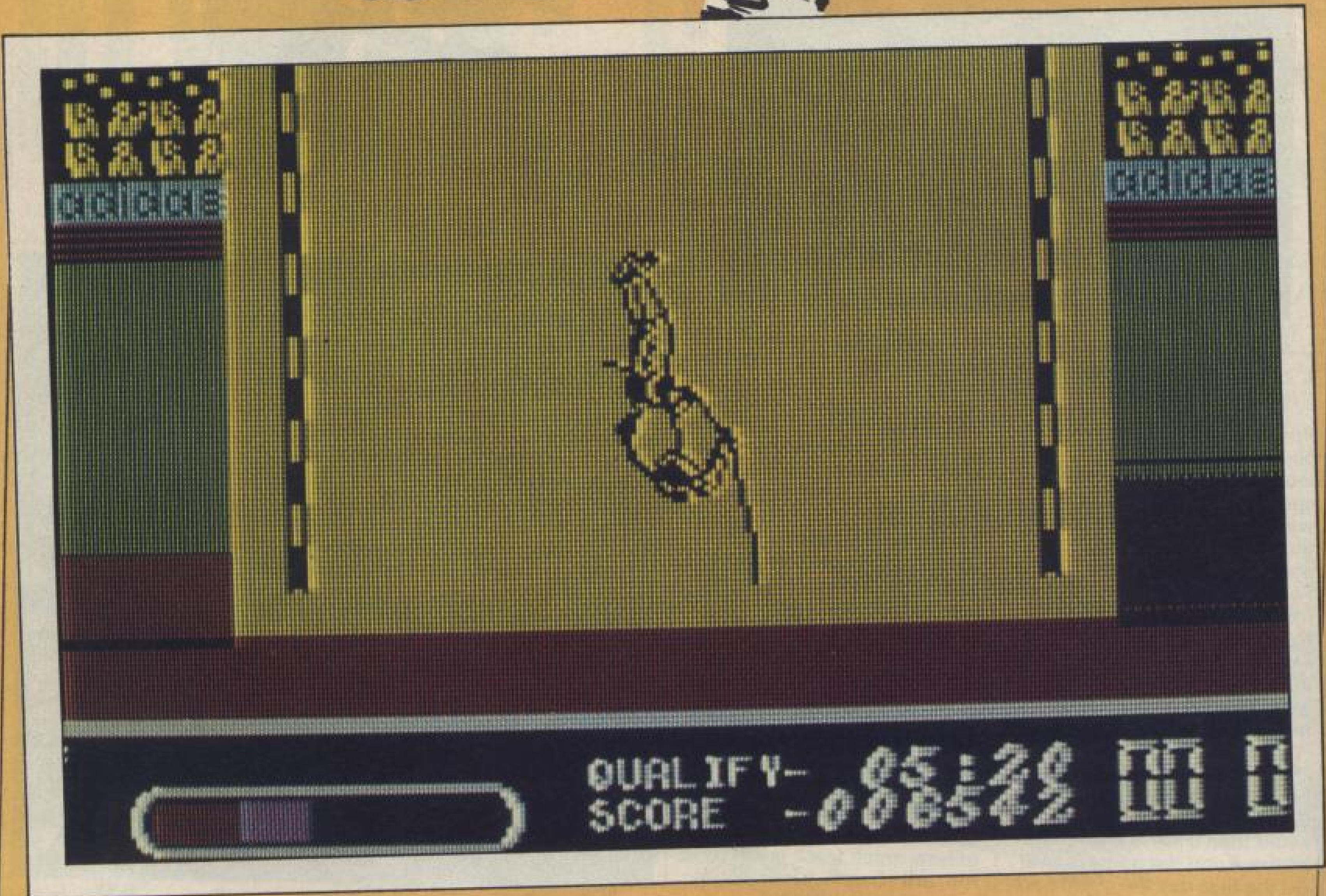
- You must work out which trainers to use on which event, but if you can't be bothered – look in this month's Playing Tips!
- As always, in the javelin you should try to for an angle of 45°.
- Get yourself a good joystick now! Otherwise you're going to end up with microswitches and bits of wire all over your computer!
- On the discus, press fire just after Daley begins to throw, you always seem to qualify then.
- On the high jump try to get the power as near to 100% each attempt, you can't fail to qualify then.
- Have a nice hot bath ready for your aching limbs at the end of it all!

Cor! I've played some joystick waggling games in my time but this beats them all. Every single event requires you to move your joystick left/right non-stop for what seems like hours. But never mind all the aching arms and cramp, there's a good game underneath it all with some splendid graphics. On the sound front there's the usual running effects and a reasonable tune on the 128K. In addition there's a free music tape (hardly making the NR Disco Sounds charts) and a giant poster, but the game's the most important thing and it makes the real Decathlon seem easy.

NICK 92%

▶





▲ Careful Daley! Now don't break that pole



▲ Grrr!

generally a lot tougher than not only the preceding games, but also any other game of this type. Rather than coordination or timing the key to this game is sheer brute force and endurance. For fans, this game is a *real* challenge and likely to be a big hit.

STUART 89%

MARK Aaargh, I think I've busted my arm, well something just snapped, maybe it was the joystick. *Daley Thompson's Olympic Challenge* is the latest in a long line of gruelling sports simulation games, and probably the toughest. To urge you on with the frantic joystick-mangling there are superb graphics with adequate sound effects. I have little doubt that this will do as well in the software charts as Daley invariably does at the Decathlon. Another gold medal winner from Ocean.

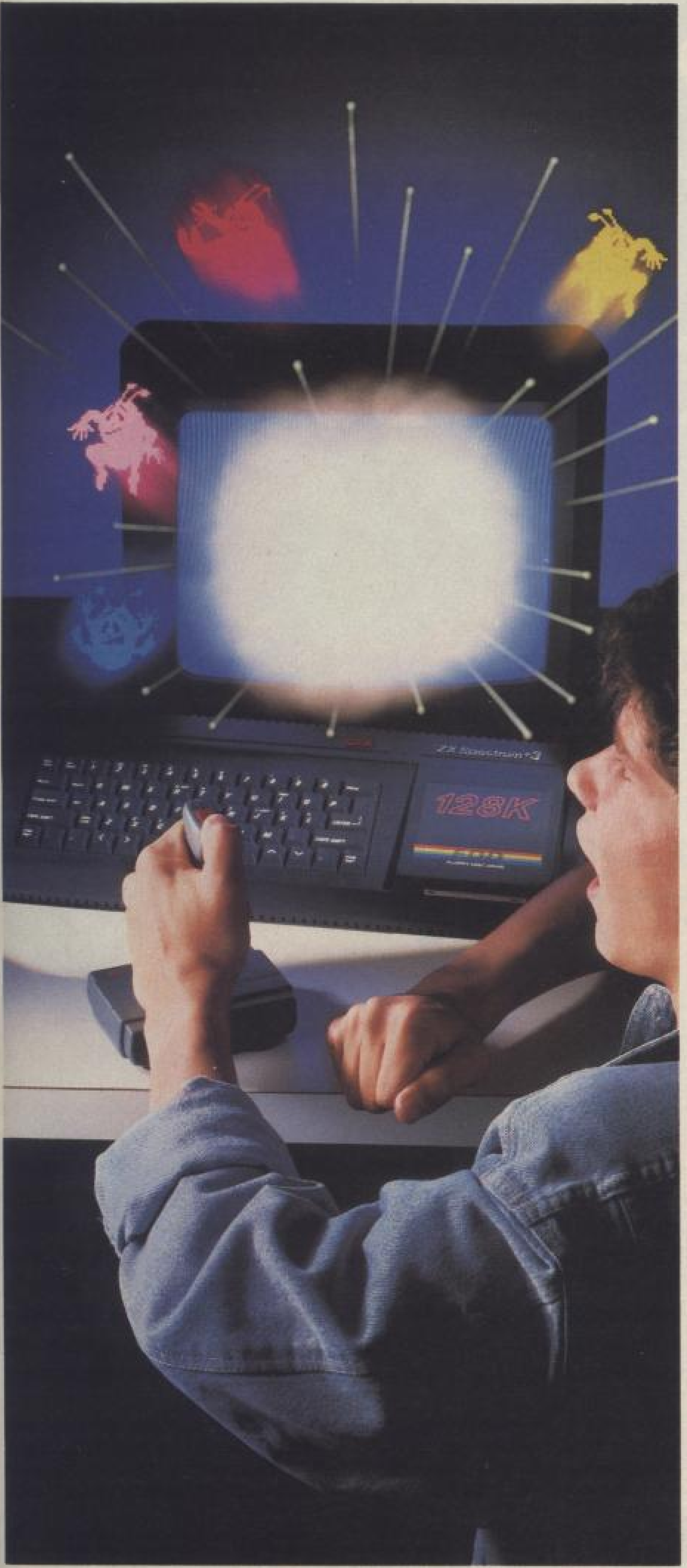
91%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: our favourite decathlete is excellently animated with some great backdrops
Sound: great Jonathon Dunn title tune and tunelets between events, plus a separate audio tape
Options: definable keys. Training option to improve Daley's fitness level
General rating: as long as your arm doesn't fall off, this should keep you waggling long after the Olympics have finished

Presentation	89%
Graphics	89%
Playability	92%
Addictive qualities	90%
OVERALL	**91%**

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PULSE WARRIOR

Producer **Mastertronic**
Out of pocket **£1.99 cass**
Author **John Cain from a design by Silhouette Software**

No, this game hasn't anything to do with peas and lentils; it's all about energy pulses. A hostile alien race from Cirrus Major has decided to attack the Earth (crikey, why do all aliens hate our little old planet so much?). Their first targets are the Earth's massive orbiting solar power stations which are completely defenceless.

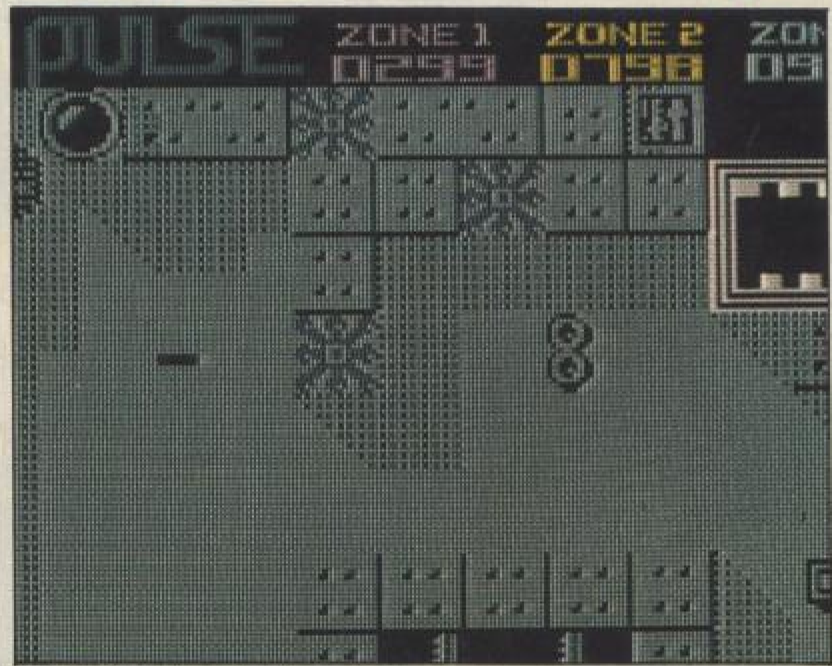
Naturally this is where you come in, with a hastily-made spaceship that lacks nothing except a weapon. So the only way to eliminate the invading aliens is to exploit the energy pulses generated by the power stations themselves. By using your ship to deflect the pulses into lenses, the pulses can be magnified so that they can destroy the aliens. This task must be achieved in each of the station's 36 sectors, which are all divided into three zones. Each zone has its own colour and, more importantly, time limit for completion.

The idea of bouncing pulses (shown as little lines) around the colourful screens is original, but doesn't quite come off. Severe frustration is caused when, after building up a large pulse, it's too easily lost through one of the exits. What action there is moves at a snail's pace and completely lacks any strategic element to get you thinking. Still, at least there's been attempt at originality and the graphics aren't that bad. If you can take the laborious pace it might be worth investigating at the budget price.

PHIL 52%

MARK **In the long history of computer gaming, saving the Earth has never seemed more boring than in this game. In 128K mode, sound is represented by simplistic effects and an atrocious in-game tune. Graphically *Pulse Warrior* is okay, the monochromatic sprites move around the coloured backdrops well enough, but in the playabilit stakes, yes folks it's 'zzzz' time again. Maybe you can find something more to this game than wandering aimlessly around, deflecting rays and avoiding baddies, but I certainly couldn't.**

40%



▲ The first hippy lentil game?

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair **SOUND** atmospheric 128K tune which a strange tendency to change into a monotone **OPTIONS** definable keys

54% GRAPHICS Monochromatic sprites move over mediocre backdrops

44% PLAYABILITY Very slow, repetitive action . . .

38% ADDICTIVE QUALITIES . . . which fails to hold your interest for long

OVERALL 46%

2088

Producer **Zeppelin**
Space credits **£1.99 cass**
Author **Ian Beynon**

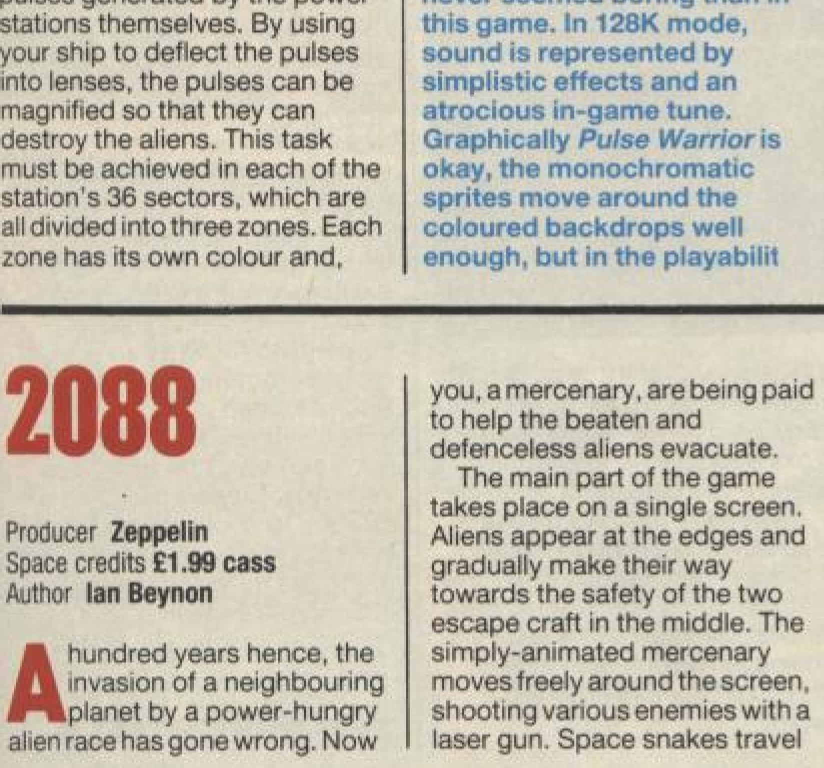
A hundred years hence, the invasion of a neighbouring planet by a power-hungry alien race has gone wrong. Now you, a mercenary, are being paid to help the beaten and defenceless aliens evacuate.

The main part of the game takes place on a single screen. Aliens appear at the edges and gradually make their way towards the safety of the two escape craft in the middle. The simply-animated mercenary moves freely around the screen, shooting various enemies with a laser gun. Space snakes travel diagonally around the play area, 'bouncing' off the sides of the screen. They split in two when their tails are shot. Yet more danger is created by exploding pods, flying saucers and the two laser bases at the bottom and right-hand side of the screen. When a given number of aliens have been rescued, a bonus can be earned by successfully negotiating a vertically-scrolling asteroid field.

The simplistic graphics are reminiscent of much earlier games, but don't be put off by the primitive presentation; underneath lies a playable little shoot-'em-up with some really frantic action. My only reservation is that its appeal could eventually wane due to the repetitive nature of gameplay.

PHIL 64%

▼ A hundred years from now, they'll be writing games like this?!



MARK **To be honest I just don't understand what Phil sees in this game. It can't be the graphics; they look like they've been dragged from some deep and dark corner of an ancient Spectrum sprite store I'd hoped closed long ago. Sound is admittedly far superior on 128K machines, but only because they can turn off the grating variety of bleep and bloop effects. I tried hard to glean any sort of enjoyment from *2088*, but alas I fear that anyone who buys this game will have a turkey on their hands, and just in time for Christmas too.**

22%

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair **SOUND** just simple bleeping effects

26% GRAPHICS Very small, primitive sprites on a mostly vacant background

48% PLAYABILITY Mixed opinions, but certainly its best feature

39% ADDICTIVE QUALITIES Its lasting appeal is definitely a bit dubious

OVERALL 40%



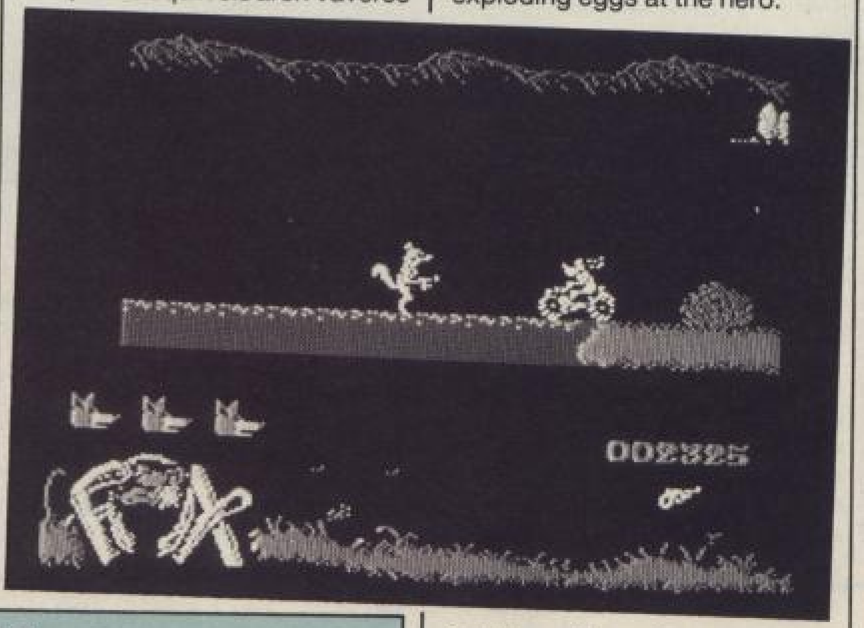
Producer **Imageworks**
Hunt fee **£8.99 cass**
£12.99 disk
Authors **Denton Designs**

Poor old Mr Foxx is a hen-pecked husband. His vixen (wife) has a tendency to whack him over the head with her favourite rolling pin if he doesn't bring home anything for dinner. But poor old Mr Foxx can't just pop down to the local Tesco's and fill up his trolley like everyone else. No, he must forage the countryside for titbits like every other wild animal. The trouble is that those hard-working farmers (like myself) aren't particularly fond of Foxx, and send their trusty hounds to hunt him down with guns. Well they only want to borrow his lovely fur coat, don't they?!

But Mr Foxx isn't going to take all this aggro lying down, so what does he do? Yes, you guessed it – he goes and gets himself a

• *Revenge of the vulpine vigilante*

pistol! And it's just as well he has some form of defence as even his country companions aren't much help; badgers lob rocks at him, while squirrels aren't averse to throwing a few nuts at the hero's bonce! Even more dangerous are the dive-bombing chickens which chuck exploding eggs at the hero.



Collision with any form of missile reduces Foxx's energy, which is displayed by the pantometer – Foxx's tongue hangs further down as he gets tired!

When Mr Foxx returns to his den with something to eat, Mrs Foxx is elated. Unfortunately this frame of mind doesn't last long and she's soon reaching for the rolling pin again – well at least this vixen doesn't brandish a whip!

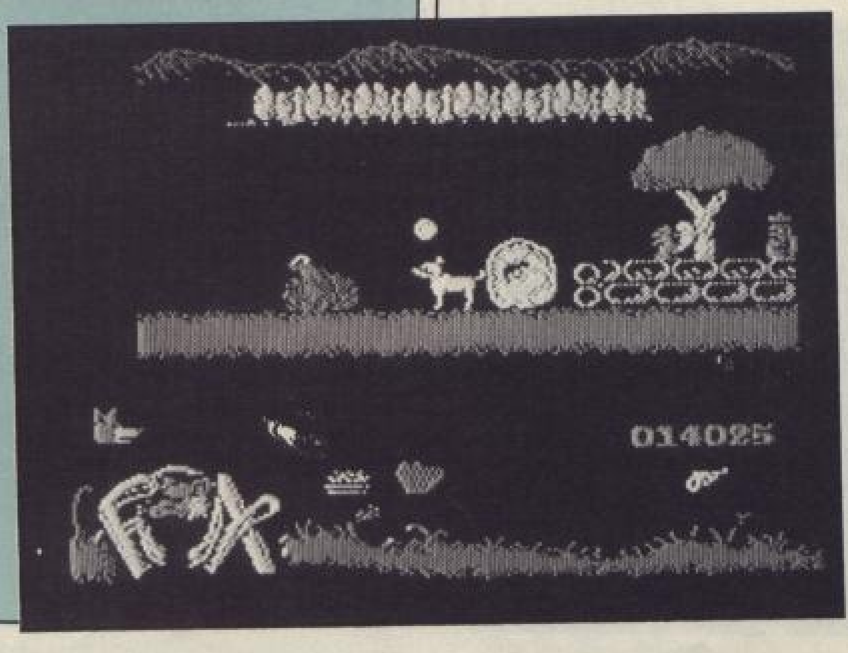
FOXING FOXX'S FOES

- **To replenish your energy either take some grub back to the missus or find a rabbit warren to eat the bunnies.**
- **If you're in a tight spot, keep jumping to avoid most of the bullets.**
- **To get rid of the chickens run away from them – they'll scamper back at you along the ground and can easily be shot.**
- **Jump up when you reach a barn to collect a more powerful weapon.**

'What a relaxing change from all those mindlessly violent games', I thought when I heard that this was set in a peaceful, rustic scenario. But hold on a minute – a gun-toting fox fighting some of the weirdest enemies you could wish for?! Much skillful joystick jiggling is required to counteract Foxx's strange pursuants. I just love the dive-bombing chickens but what have they been eating to make them lay exploding eggs?! And poor old Mr Foxx needs all the firepower he can get, so it's fortunate that as progress is made he can find more powerful weapons.

This is a superbly presented, whacky scenario with neat sprites and some good classical tunes on the front end. An instantly playable farmyard romp.

STUART 85%



It's great to see a game about the countryside for once, but what I want to know is where are the sheep?! Anyway, *Foxx Fights Back* is a humorous and instantly playable game which holds your interest with cute graphics and good tunelets. Go and hunt for it in the shops!

PHIL 86%

MARK ***Foxx Fights Back*** **is a hilarious romp through a game fraught with such dangers as bomb-throwing chickens, motorcycle-riding dogs, and squirrels who lob exploding acorns at our unfortunate hero. But he isn't defenceless, no siree, he gives as good as he gets. As for the game itself, well it certainly looks good, with a tough looking Mr Foxx running around the countryside trying to find some grub for the even tougher looking Mrs Foxx. Sound is also well implemented, with a very 'tally ho'-sounding title tune, and a variety of boom and blast gun effects. In short, a great game in which the poor old fox at last manages to wreak revenge on his age old enemies.**

85%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: well-animated sprites run and jump through a smooth, horizontally-scrolling country landscape
Sound: a bevy of neat tunes at the front end, plus plenty of atmospheric effects and tunes during play
Options: definable keys
General rating: probably the best farmyard game yet!

Presentation	83%
Graphics	83%
Playability	86%
Addictive qualities	82%
OVERALL	**85%**


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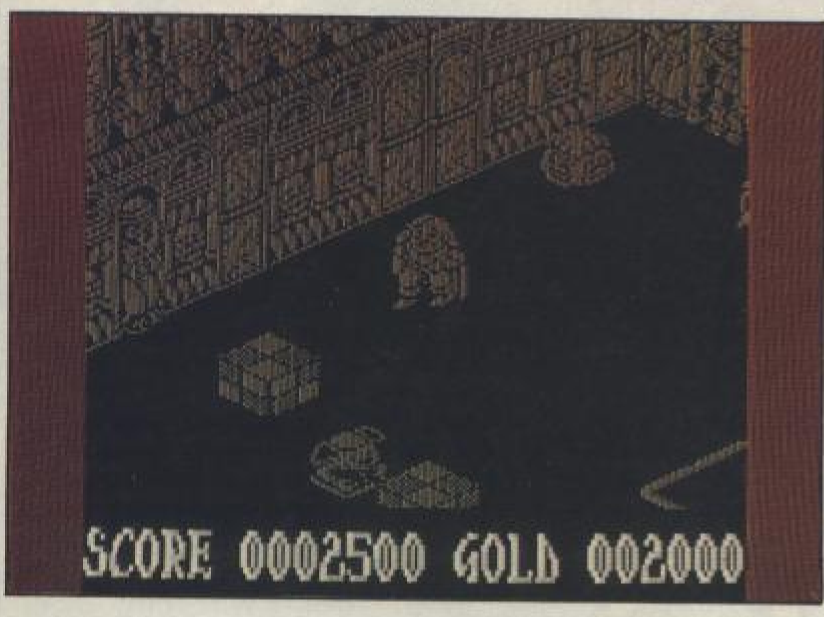
SUPER HERO

Producer **Code Masters**
Out of pocket **£1.99 cass**
Author **Paul Machacek, graphics by Bernie Drummond**

After a seemingly endless list of simulator games, Code Masters now bring you the story of how the immortal gods spend a wet Sunday afternoon. Providing the actual programming are Bernie '*Head Over Heels*' Drummond, Paul Machacek and Guy Stevens.

It can't be easy being a god, lording it over the mortals, sending the odd earthquake, tidal wave or Nick Roberts' Debbie Gibson record to keep them in their place. So to relax, the gods give each other complex puzzles to solve, and you have three guesses whose turn it is today (come off it, it was my turn last week). You take the part of an immortal superhero who is playing for the ultimate stakes, lose and you will be stripped of all your status, as well as your immortality.

But at least someone is on your side, Venus (we're only good friends, honest) has kindly hidden four items to aid you in your quest. Power boots enable you to jump obstacles, a warhammer arms you against the games less friendly inhabitants, a trans-dimensional bag enables you to carry any object, whatever its size, and a mystical helmet entitles you to be showered with gifts from your fellow immortals.



Once these items are found it's on with the show. You must find and defeat the five Guardians who wander the corridors of the complex. To do this you have to destroy their spirits, which are trapped in certain rooms. Once one is killed you enter the DeadZone and if the DeadZone is successfully navigated a bonus life is awarded (but I thought you were immortal? – Ed) (don't ask me why? that's just how it goes, I'm afraid – Mark). But life is not that easy, as many puzzles, pitfalls and nasty creatures stand in your way as you wander through the rooms and corridors.

Although the main character is unique, many of the puzzles and traps look as if they have been lifted straight from Mr Drummond's graphics for the CRASH Smashes *Head Over Heels* and *Batman*. The nicely detailed backdrops, by contrast, remind me vaguely of the Ultimate games *Knight Lore* and *Gunfright*. As in most cases the walls of the various rooms are not visible until you enter them, as well any nasty surprises lurking there.

To obtain surprise gifts from other gods – such as winged shoes, teleport keys and ESP activators – is essential. Gold is especially useful as you can buy the aforementioned goods from traders if the gods feel a bit stingy.

Super Hero, despite graphically resembling almost every other arcade strategy game in existence, is certainly playable. If you're not as tired of the genre as me, give it a try.

MARK 69%

PHIL Although the graphics do rather resemble the *Head Over Heels* style, that doesn't make them any less cute. I particularly like how the chubby super hero's hair is blown upwards as he jumps through the air. Sound is disappointing though, its only good point being that it can at least be turned off. Play some good heavy metal music in the background and you'll discover some fascinating, if unoriginal gameplay. As in most isometric arcade adventures, pushing blocks around the screen to access higher areas is the main constituent of play, but the addition of teleports and traders makes *Super Hero* more interesting than most in this ageing genre.

68%

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair, **SOUND** ear-wrenching at times . . . **OPTIONS** . . . thankfully it can be switched off

70% GRAPHICS Bernie Drummond's sprites are up to their usual high standard

70% PLAYABILITY There's plenty to interest mapping fans

66% ADDICTIVE QUALITIES Average appeal for a game of this genre

OVERALL 68%

Producer **Atlantis**
Fistful of dollars **£1.99 cass**
Authors **The Shaw Brothers**

Hot off the presses comes the latest game from two thirds of the programming team who bought you *Cerius* (Issue 53, 70%).

Haven't you ever watched a cowboy movie and wished that you could be like John Wayne or Clint Eastwood: riding around, shooting all the bad guys with your Colt Peacemaker. Well, clean-cut, square-jawed hero that you are, that's exactly the sort of role you play in *Gunfighter*. Various nasty outlaw types have ridden into your town, whooping and hollering and generally being very offensive. More seriously they've also stolen the deeds to the townsfolk's properties and kicked them out. So naturally you pin on your badge, buckle on your guns and go out to recover the deeds and kick some bandit butt.

You start the game with three lives and six bullets, but more ammunition can be found in your office and extra lives can be bought for five hundred dollars

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Producer **Players**
Out of loot **£1.99 cass**
Author **Michael Blanke, graphics by Arno Gitz**

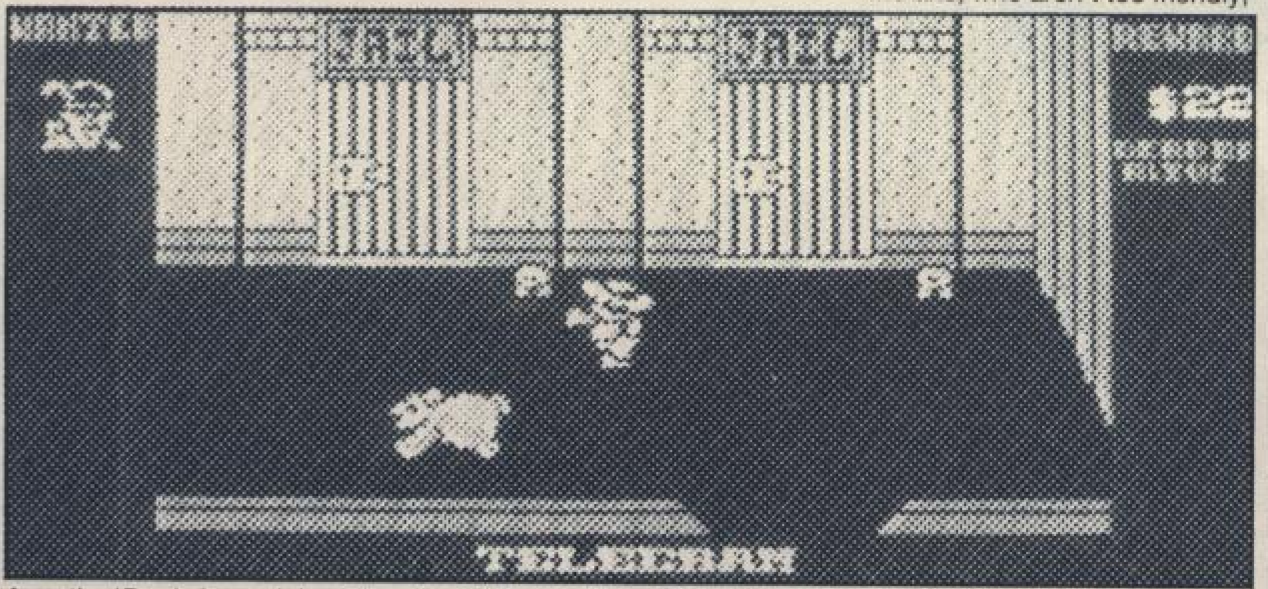
If there's something strange going on in your neighbourhood, who you gonna call (all together guys – stop cowering behind that sofa Nick) . . . ? *CRIME BUSTERS*! Well you would if, after disposing of Mr McGutt and Co in *Denizen* (Issue 52, 59%), you hadn't become Bennie the Burglar. A



light fingered fellow you've been inspired by talk of the annual 'Richard Jones' Barbecue which is being held in Slough. All the rich and famous people will be present with their gold plated filofaxes and white Porsche 911 Turbo convertibles (what about Fiestas? – Ed).

Unfortunately your own plans

GUNFIGHTER



from the 'Doc'. As each baddie arrives in town a wanted poster appears in the top left corner of the screen, with the reward for their capture or killing (a reward is also given for any deeds that are found). When either the sheriff or a baddie dies, a tombstone rises from the ground (shades of the ancient Ultimate game *Atic Atac*, perhaps?). Unfortunately the sheriff's tombstone crops up far too much for my liking. Still, the game looks bright and cheerful enough, thanks mainly to the multi-coloured buildings with surprisingly little colour clash. The character sprites are all monochromatic, fat little chaps who almost look too cute to kill.

To take a rest from the killing you can enter some of the buildings. These include the jail, the hotel, the store, and the casino in which you are able to gamble some of your hard-earned loot (although I rarely win anything). But watch out for the Indians, who aren't too friendly, and at all costs avoid the pot holes as some of them are very deep.

Gunfighter is a pleasant little game that won't overly tax your intellect, but will provide a fair challenge for the meagre price tag.

MARK 74%

NICK **It makes a refreshing change to play a simple arcade adventure with attractive graphics and sound effects where the programmers haven't gone OTT! The wild west town has colourful houses and shops which you can enter, as well as other places such as the KO Coral and the Gold Mine. Killing villains with such comical names as Hugo Yorway and Billy The Goat is quite difficult at first, but once you've got the hang of it you can have great fun. *Gunfighter* is a good fun game, worth £1.99 of anyone's money.**

76%

THE ESSENTIALS

JOYSTICKS Kempston, Sinclair **SOUND** some clever effects

70% GRAPHICS Cute sprites in an atmospheric 3-D Wild West town

73% PLAYABILITY Amusing gameplay requires little thought

75% ADDICTIVE QUALITIES Challenging enough to keep you coming back for more

OVERALL 75%

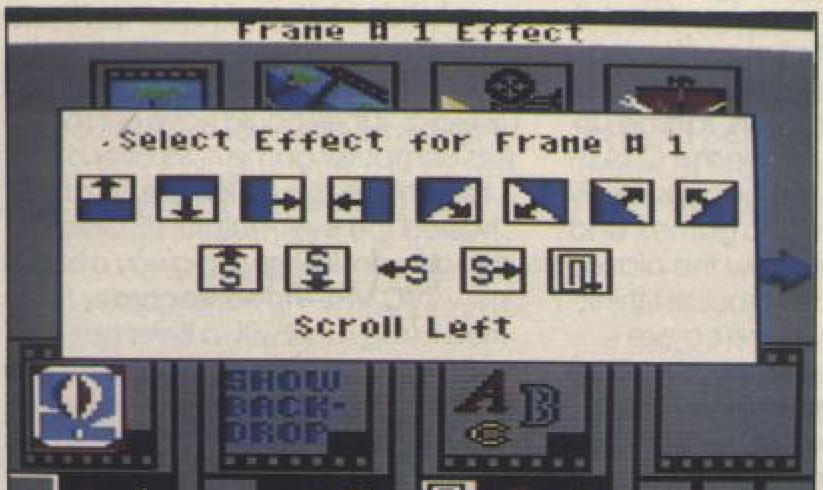
CRIME BUSTERS

haven't exactly been the best kept secret either. Yes, I'm afraid (trumpet fanfare) the Ghost Bust . . . sorry *Crime Busters* have heard a whisper or two. Featuring Maggie (no, not that Maggie), The Ghost, The Copper (evening all), and the mysterious Spy, they're all after you. So as you wander through each mansion, pinching almost everything that isn't nailed to the floor, the Crime Busters chase you in an attempt to throw you in the slammer for a very long time.

To aid you in your light fingered quest those clever people at Players have installed trampolines for those, awkward inaccessible floors for the friendly burglar. So if you're to collect the five objects necessary to complete a screen you had better get ready for some speedy bouncing. At the start of the game you're faced with four windows, and four trampolines. These act as a sort of life counter – each time you're caught, you have to leap on to one of the trampolines to re-enter a room. But with each successive capture a window is boarded up, so if you are caught three times the only window left open is the one which leads to the outside world – and the end of the game.

Graphically *Crime Busters* is good with our burgling friend merrily bouncing around the colourful and well drawn screens, frantically trying to stay out of the hands of the law. With so much action on the screen at one time, you would have thought that the game would be difficult to play, but in fact it's quite the opposite. Playability is high: keeping out of the *Crime Busters* way, as well as beating the imposed time limit, is not easy but the game is so 'cute' that it draws you back for one more go. *Crime Busters* is a good budget collect-'em-up game that is well worth the few pennies asked.

MARK 80%



PHIL **Simple ideas are often the best, and this is definitely the case with *Crime Busters*. Control couldn't be easier; no messing about with a handful of keys – just left and right. Those pesky Crime Busters are all out to get you, so you need total concentration (and maybe a bit of luck) to get anywhere. To complement the devious action, the screens are all surprisingly colourful (although sometimes sickly combinations of colours are used). The 'icing on the cake' is the inclusion of various tunelets and atmospheric spot effects. *Crime Busters* may get infuriating, but you always want just one more go – well worth getting.**

79%

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair **SOUND** plenty of good effects plus some neat tunelets **OPTIONS** choose opponent for two-player game

82% GRAPHICS Cute sprites bounce around colourful screens

78% PLAYABILITY Instantly enthralling and totally frenetic gameplay

78% ADDICTIVE QUALITIES Such a simple idea keeps you coming back for more

OVERALL 80%

DON'T MISS THE ACTION

AND WIN A FABBO JVC VIDEO FROM US GOLD!!



ARCADE WIZARD

is the next game to appear from the Birmingham's biggest and brightest software house – **US Gold**. And while Birmingham might not strike you as the most American-looking city in the world I'm told the people are just as friendly. Why, if you want proof, well just read on cos US Gold have created yet another incredibly generous competition for you to enter. Needless to say the competition is based on the pinball computer game, ***Arcade Wizard***. In the game you must accumulate enough tokens to travel from table to table and gaming house to gaming house. Now there's nothing I love more than a game of pinball when I go to the arcades, so I think it should be great. It's just so relaxing listening to the gentle pinging sound as the ball hits the targets, rattling up the high scores. Of course the CRASH lads always jeer at me because they prefer those violent video games, and those cabinets that throw the player all over the place (hydraulics I think they call them). There's more information on the actual computer game-of-the-experience in last month's previews pages, so get those back issues out and start reading.

But I mutter and digress . . . What wonderful prize is up for grabs in this comp? (At last – Ed.) Well I suggested a full-sized pinball table, but the CRASH lads laughed at that! And besides 'who'd need it?', asked US Gold, 'if they could have our mega-fab computer game?'. So after a long telephone discussion the Ed arm-twisted the ever-helpful US Gold PR department into giving away a brand new **JVC VHS Video Recorder** (they tried to fog us off with a Betamax one, but the Ed isn't *that* stupid!) which he recommends very highly – since he's got one of his own. In fact, if the Ed's got one, it must be worth a near fortune, and pretty damn good as well!

This marvelous first-prize comes with



its own programmable remote handset (y'know? one of those LCD thingies), so you don't even have to get out of your favourite armchair to record a TV programme (just as well, you know what the Ed's like). As any video buff knows, HQ is the thing to have if you want a top quality picture. And guess what? This little beauty's got it. This fantastic give-away also allows you to record up to four individual programmes (one-off, daily – great for all those episodes of *Neighbours* – or weekly – for *Songs of Praise*, perhaps?) and has an autoplay function for pre-recorded tapes . . . (I think they get the message – Ed).

Anyway, it's a fair old machine to have!

Ten runners-up will receive a **US Gold hat, sweatshirt and US Gold game of their choice**, and **five third-prize winners** will get a **US Gold hat and game**.

To win one of these amazing prizes just set pen to paper and design your own pinball table. Yes, get out those pencils, crayons, poster paints and bottles of liquid paper, and let your imagination run wild. What we're looking for is a futuristic table which would fit well into any intergalactic service station – and also fit on an A4-size piece of paper.

Send your entries to **I'M PINNING MY HOPES ON THE VIDEO, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.** And don't forget to write your own name and address on the back of the drawing, so we know where to send the video (or whatever else you may win – if you do win, that is!).

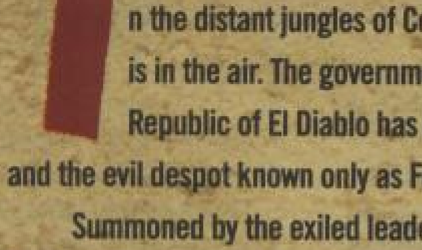
As always the CRASH judges' word is final (in fact, the word could be 'dustbin', but whatever it is, it's not worth the hassle getting into an argument). And get those entries in by November 10, or you'll find your artistic entry ignored. Sorry, but that's the way it goes.

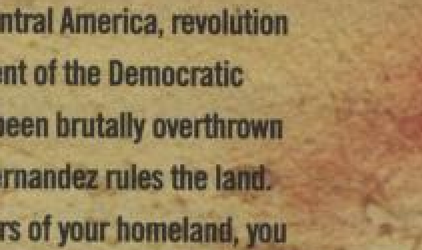


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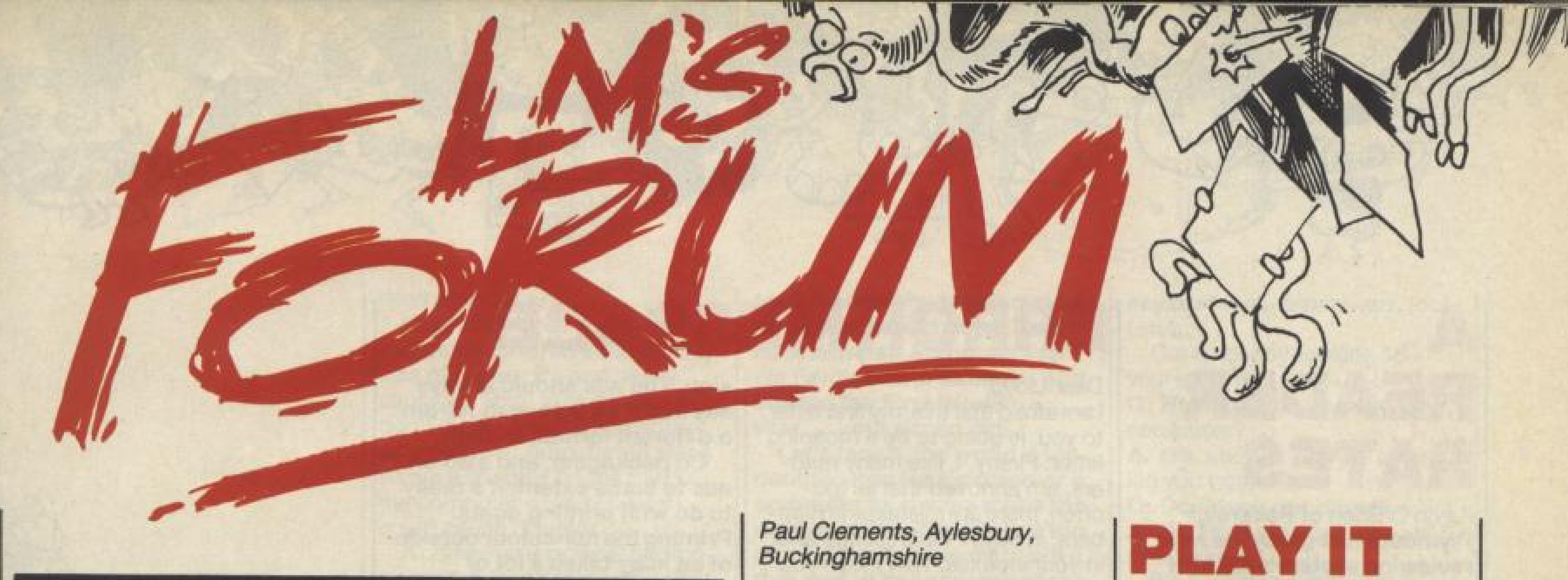


Atari ST screen shots shown

Spectrum disk: **£12.99**
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Commodore cassette: **£9.99**
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What a relief – I was dreading hundreds more letters on sexism in software! (There were *dozens*, but by the standards of my mailbag that's not too overwhelming.)

So we've got room for some other subjects, finally. November's Letter Of The Month prize – £30 worth of software of the winner's choice – goes to Paul Clements**. And it's not just because he writes about how expensive games have become . . .**

THE HIGH COST OF GAMING

Dear Lloyd
Why oh why are computer games so expensive? £10 for a 'full-price' game is a mighty bit expensive, but recently I have noticed some offenders costing 13, 14, 15 pounds for a game. I refer to, of course, *Last Ninja 2* and *Driller*.



£15 for a package? OK, *Driller* is a revolution in 3-D graphics, but why so dear? Incentive have brought out *Dark Side*, the sequel to *Driller*, at ten pounds (less a penny), nearly a fiver cheaper.

My next point concentrates on licences – coin-ops, films etc. Acquiring the licences costs a lot of money, so I am told, and the budget remaining on the programming of the game is left severely deflated.

Maybe the coin-ops are great fun to play at home, but original games are fun too. Even so, a year or so later the full-price conversion usually is rereleased on budget for a couple of pounds. I suppose you pay for the latest game at the 'latest' price (?).

I also believe that pirating of games is partly due to the price of the game. Lower prices mean that the games would become more affordable by a lot more people, so pirating would probably decline.

Judging from your CRASHtionnaire (Issue 54) most of your readers are between 13 and 15. I get about £7 a month for pocket money. If the prices of games were lowered to, say, five or six pounds a game, I would be able to afford more games more often.

Paul Clements, Aylesbury, Buckinghamshire

The price is never right, is it Paul! They certainly have gone up, but there are reasons for this.

NUMBER ONE: most programmers now get paid far more than they used too, and it takes longer to produce the sophisticated full-price games of today than it did to write the old 48K favourites.

I'm sure you'll agree that this has had some good results! You did have some very complimentary comments to make about Driller **and** Firefly **which unfortunately there wasn't room for.**

NUMBER TWO: software houses are much larger organisations than they used to be. This means they have more secretaries, mortgages, company credit-card bills and so on to pay. (Does that sound familiar, Ed?)

And don't forget the rising tide of inflation (or whatever it is they say in headlines). And there's also the fact that software shops and distributors (the middlemen between the software houses and shops) have to take their cut . . .

For my money, a far more difficult question is why hardware is so expensive – actual production costs of a computer are only a fraction of what you pay. But that's another story, and Grandma always tells me not to whinge!
LM

TOP TEN ADS OF ALL TIME

from Simon Howard, Newquay, Cornwall

☆ **Jack the Nipper II** – Gremlin ☆
Firefly – Ocean
☆ **Mean Streak** – Mirrorsoft
☆ **Renegade** – Imagine
☆ **PHM Pegasus** – Electronic Arts
☆ **Cobra** – Ocean
☆ **Platoon** – Ocean
☆ **The Fury** – Martech
☆ **Beyond The Ice Palace** – Elite
☆ **Auf Wiedersehen Monty** – Gremlin

PLAY IT AT ALL, SAM?

Dear Lloyd
This Christmas I will be flogging my old rubber-keyed Speccy. I am thinking of buying a +3 but I have also considered a SAM but it sounds too good to be true. Could you advise me? I have also considered a 16-bit machine but 400 quid seems steep for my budget. Even if I buy a 16-bit I will still be an avid reader of CRASH as it is Mega-Cosmic.

I always read the Forum but I'm not finished yet. Jetman is Mega-Mega-MEGA-Acey! I can't understand how all these people criticising CRASH find their material – I can find nothing wrong with CRASH. May another 50 issues grace our presence!

Damian Johnson, Grimsby

Mega-what? They didn't have words like that when I was at school!

SAM – now there's a problem. As nobody's actually seen a finished version of SAM no-one knows how good it's going to be. I think it's pretty certain that it will indeed appear by the New Year, probably at the ZX Microfair in December (see you there . . .), and be between £100 and £150.

Some people have been saying that Amstrad will sue Miles Gordon Technology if it's too close to the Spectrum, but I think that's just scarifying. I haven't heard a whisper of it happening, and these whispers tend to reach the Towers.

The only caution I'd give you is to wait a little while and see how well SAM does before you buy one. Miles Gordon Technology are a very reputable company, but if – for some reason – SAM is a flop you may find that things like add-ons and repair services are difficult to come by.
LM ▶



A READER RATES

Kevin O'Brien of Peverell, Plymouth has given the new reviewing system a CRASH Smash. Most of the letters I received about the 'new look' were favourable, though one or two people worried we'd thrown the baby away with the bathwater! I think it's clear this month that the baby's still there in clean fresh water. Now for Kevin's ratings . . .

PRESENTATION: 96%

Excellent presentation all round. I particularly like the occasional doodles on the bottom of the pages.

SCREENSHOTS: 89%

Good full-colour screenshots with humorous captions. Sometimes the captions get mixed up (see *Combat School* review). *(Just keeping you on your toes! – Lloyd)*

THE ESSENTIALS: 95%

A good sum-up of the game and quite fair ratings, but I feel that there should be an individual mark for the sound. *(So do many readers – I've told the Ed.)*

CRITICISM BOXES: 93%

I love the criticisms which are usually funny and fair. My favourite fool is NICK. *(Mine too. – Lloyd)*

HINTS AND TIPS: 98%

An excellent new feature which is very helpful and ultratrendy *(Eh? Is that like 'mega-ACE'? – Lloyd)*. I feel that even the most pathetic games (usually from Firebird) need tips too.

GENERAL COMMENTS

I enjoy any small attempts at humour no matter how irrelevant they are.

OVERALL: 94%

A CRASH Smash!

ERROR MESSAGE

Dear Lloyd
I am afraid that this, my first letter to you, is going to be a moaning letter. Firstly, I, like many readers, am annoyed that all too often, there are mistakes in numbers, in both POKE listings and in your indexes. Why? Can you not count, or read numbers?

Secondly, why do so many computer games for the Spectrum always have screenshots of STs, Amigas, Commodore 64s etc, but not Speccy screenshots? The graphics on other formats might be great, but I don't really care! The same can be said for adverts. The ST is 464K more powerful than my humble ol' Speccy, so obviously it has graphics which are completely different in quality to the Spectrum. Is something going to get done about this?

Thirdly and lastly, I come to the point made by Christopher Jones in issue 56, about the fact that he thinks that the Speccy is a dying breed. I think that Speccy sales are up because it is mainly used by scholars (and some OAPs).

I, as a scholar, preferred the Speccy as it was cheap, and the games are of good quality for a reasonable price. The 'all-the-craze' 16-bits cost more than most parents would want to spend, and the games cost too much. I am perfectly happy with the quality of my games, and using CRASH's advice, I know that I can readily select the best of the bunch, especially with budget games which I buy and am pleased with.
Philip Seagrave, Great Missenden, Buckinghamshire

I'm all too used to moaning letters – but one point at a time please! First of all, the numbers . . . there's really no excuse for the POKEs being wrong, and Nick does try to check them all before they're printed. I think you'll find we're getting better at this. As for the numbers in indexes, the problem there is that sometimes there are last-minute changes to the 'flat plan' (one of Ed's terms – the list of what's on what page) and we don't have time to incorporate them.

As for the screenshots (whew!), I'm not sure if you're talking about ads or packaging. In the case of ads, it often happens that a game is finished on one format (say the Commodore 64) before the Spectrum, but they still want to advertise the Spectrum version. The ads should always say that it's a screenshot from a different format, though.

On packaging, and also on ads to some extent, it's really to do with printing costs. Printing the full-colour outside of an inlay takes a lot of money, and it's cheaper if the same inlay can be used for all formats with only the name of the computer changed.

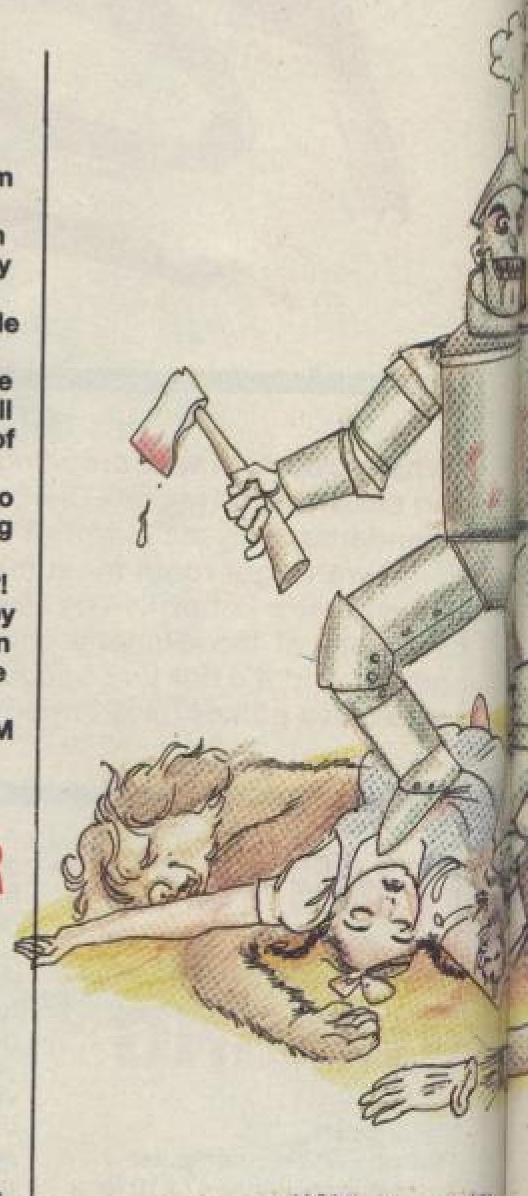
It may also be something to do with some versions looking better than others – but that would be cynical, wouldn't it?!

The Speccy 'mainly used by scholars and OAPs'? Come on – I thought Granny and I were the only ones!

LM

MONITER RIFIED

Dear Lloyd
I felt I had to write and congratulate everyone involved with CRASH's Monitor, I think it's brilliant! It helps us to see the more menacing side of the computer, which we've come to see as a friendly playmate or busi-









ness associate.

I found it frightening to think that computers have caused the loss of human life and nearly caused a Third World War. I don't think I'll ever understand why we have computers in areas where a mistake on the part of the computer or its operator could cause disaster.

A computer is rational and logical and always deals with a situation in a set way. At least a human will always deal with a situation using impulse and initiative.

Katrina Fisher, Norwich

Yes, but isn't that a problem too? A sensibly-programmed computer would never have assassinated Archduke Francis Ferdinand in Sarajevo and started the First World War . . . but a man did.

Let's face it, the world is too complicated for a person *or* a computer to always make the right decision. There's just too much data, if you want to put it that way. (I heard somewhere that a computer could be developed to predict the next day's weather with total accuracy – only it would take 24 hours to do it, by which time the forecast would be useless!)



Oh and by the way – I'm sure your history teacher will tell you my theory about an assassination setting off the First World War is hopelessly out of date. It's a long time since I've studied history . . .

LM



EWAN ME TOO

Dear Lloyd
Ewan Dalton's letter of CRASH Issue 56 was interesting in several ways, not least because his comments are borne out by my own experience . . .

On an edition of *London Plus* in August there was a report on the National Computer Games Championships *(partly organised by CRASH – Lloyd)*. The intrepid media person accosted a spotty competitor . . .

Q: What's this game about, then? **A:** Well, yew av ter blow up der narsties and nick der saykred tasil- latism- err, jool (etc).

Cut to sleepy-looking 18-year-old . . .

Q: How long do you use your computer?

A: Oh, about 17 hours a day. (I kid you not.)

Q: Don't you get bored?

A: No, I just play games until I finish them . . .

It's a vicious circle; it all started with *Micro Live* praising up the BBC Micro and condemning all the others as toys. So, if you wear long trousers and own a computer, it's either for business or you're 'unstable'.

Faced with such stereotyping, you keep quiet to avoid the embarrassment – thus the outward appearance is that only pubescent juveniles use computers for games.

John A Swan, Gillingham, Kent

I'm in complete agreement John, and I think it's a pity that computers – which are now one of the Western world's most popular purveyors of entertainment – are seen as eccentric hobbies.

Oh, if you ever run into Erstwhile Man Ed B Page's sister in Gillingham, tell her I'm still enjoying that honey!

LM

THE AVERAGE LENGTH OF A REPLY

Dear Lloyd
Why don't fanzines send in a copy of their fanzine, and CRASH picks the best couple. They send the fanzines some recommendation letters. The fanzine then sends the recommendation letter and a request for a game to software houses.

Oh yes, don't dare give me an answer less than 20 words.

By the way, is Mel Croucher a forecaster of doom? He's got more doom than *EastEnders*!!

David Aitken, Kirkintilloch

Excellent idea – I'm telling Ed. The only problem is that software houses might hold CRASH responsible for fanzines' activities!

(PS: That's 19. And yes, he is.)

LM



IT'S DISGUSTING



Dear Lloyd
People slag off computer and arcade games, but gambling machines, which are in my view far more pointless than the good old coin-ops, never seem to turn any heads.

For instance, say a new café opens in the high street and becomes quite popular. Then the owner decides to put a coin-op machine in, say *Double Dragon* (my fave beat-'em-up). Little by little by little people start to moan.

But if the owner replaces it with a one-armed bandit, people come in and say: 'Oh, a one-armed bandit. Nothing wrong with that! Put money in and gamble it. Fact of life. People like that don't think that you nearly always lose more than you win, and at least you get the satisfaction of finishing off a thug in *Double Dragon*!

Keep up the good work, and whatever happens, DON'T GIVE UP THE FORUM, as it's one of the best features in CRASH!!!

Chris Dand, Upper Warlingham, Surrey
PS Hi to Kev, Mark, Matt, Andy & Rachel, Mum, Dad, Louise, and James.



What a friendly fellow you are Chris. I suppose one-armed bandits require a certain skill – they must, because I always lose while others win (so I haven't bothered for years). But you do lose approximately 30p of every pound you invest, over the long term.

Perhaps it's because they don't have violence, unlike coin-ops. Or perhaps people are just too conservative. Standards are strange where money is concerned; after all, it's perfectly acceptable to bet on horses (and even slightly upper-class, if you do it the right way), but play cards for money and you're branded an underworld character.

Anyone for poker (and not the Sam Fox variety)?

LM

One good turn deserves another, as grandma says, so I'm off for another go on Draconus.

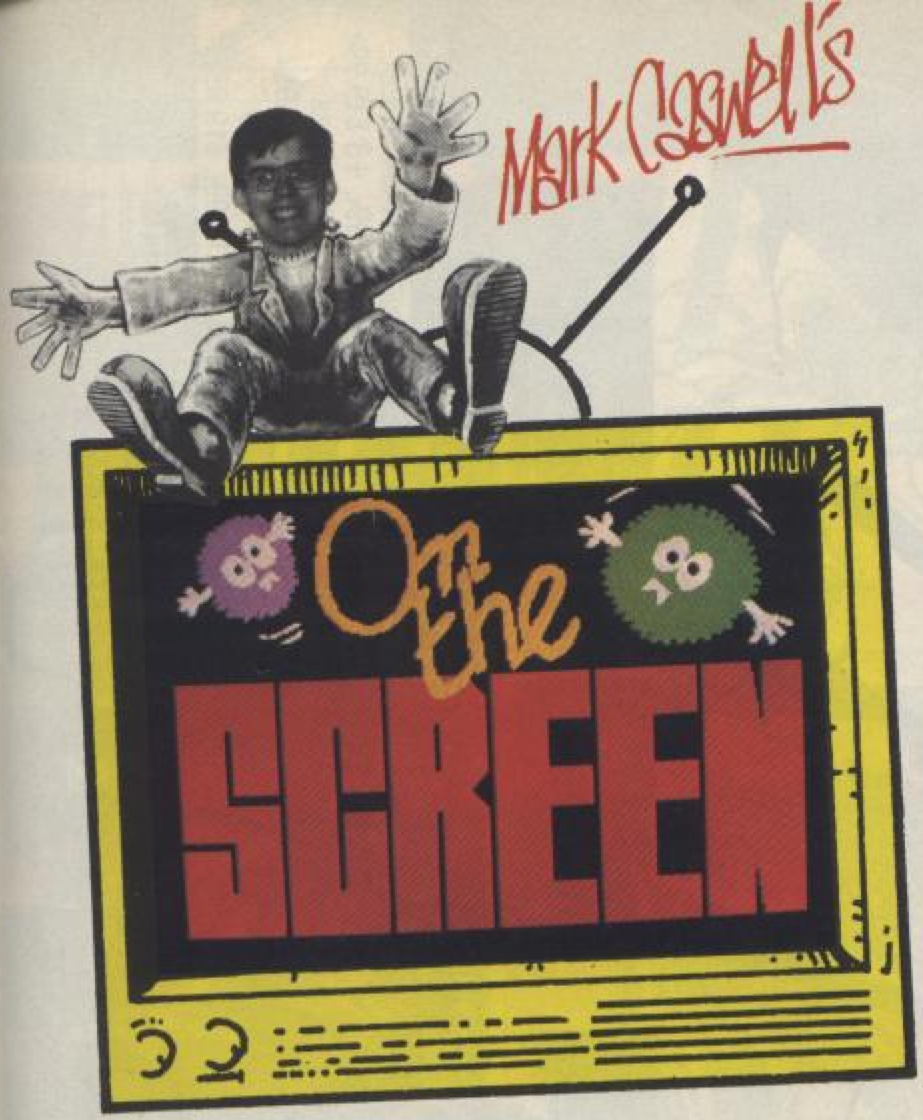
Here's a topic to get you writing letters (as if you need one . . .): what will Spectrum games be like a year from now?

So now it's time to put Hermes to Basildon Bond – well, pen to paper – and write about Speccies, software, sex, CRASH, coin-ops, killer computers, people, Psycho Pigs UXB **or even – dare I mention it? – pizza.**

Send your letters to:

LLOYD MANGRAM'S FORUM
CRASH
PO BOX 10
LUDLOW
SHROPSHIRE SY8 1DB

Please don't send Forum letters in the same envelope as comp entries – it makes the Mail Minion miserable.



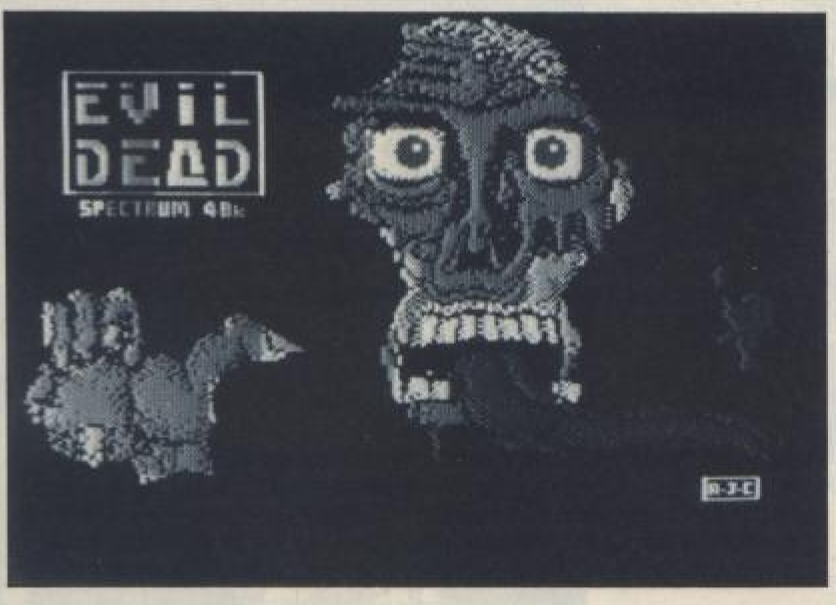
Phew, at last the postal strike is finally sorting itself out. Although I haven't received many On The Screen entries this month, I should hopefully be sorted out by the next time I speak to you. Well, what pixelated masterpieces are on show this time? (I wonder if the Art Department have stuck any daft pictures of JB or myself on the OTS logo this month – if they've included the logo, that is. Over the past few months their track record hasn't exactly been exemplary, but they are such a nice bunch of people, you can't stay annoyed with them for long.) Our friendly neighbourhood ninja pops in for a quick photo call; one of the Evil Dead arrives to scare the willies out of everyone in the CRASH office, and we are also given the chance to dabble in a little corruption. It's been one of those months . . .



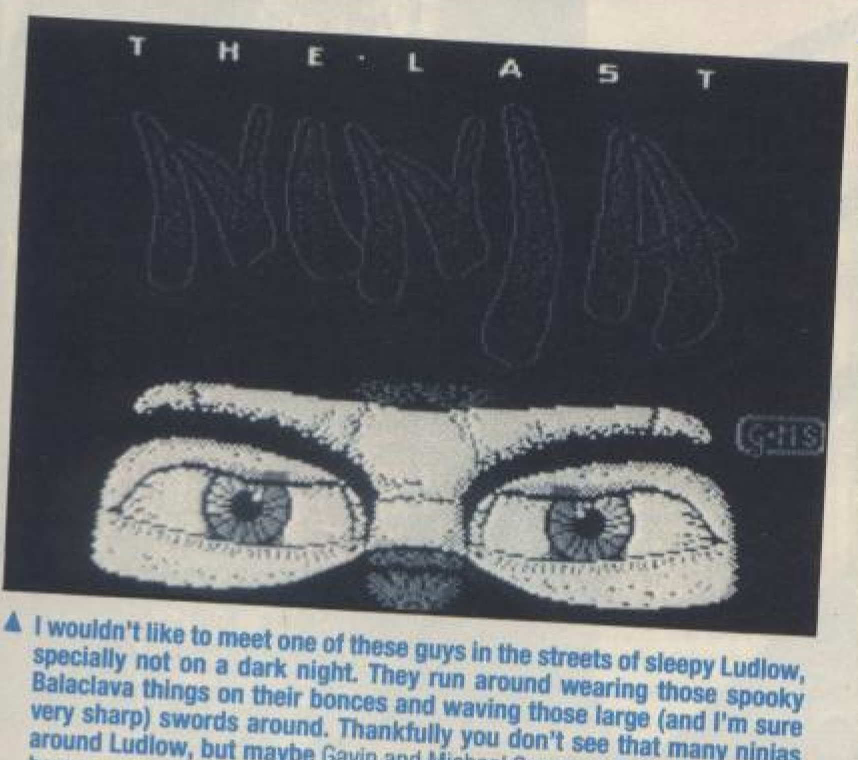
▲ Now that wasn't a very nice thing to do to the Ed's new car, was it? Okay who did it? Right, everyone stays behind till we find out who it was . . .

Oh hang on a moment, it isn't the Ed's car after all. (Phew! – Ed.) Whose was it then? Whoever they are, they will certainly have a surprise when they return.

Actually this picture is based on Rainbird's excellent adventure game *Corruption*, and was sent in by Anthony Coppin from Twickenham in Middlesex.



◀ Cor blimey, here's another screen pic from Anthony Coppin. This time he has sent a picture of our very own pizza-munching hero, Nick Roberts . . . Whoops, no it isn't, it's a member of the Phil King fan club . . . Sorry my mistake, it's one of the Evil Dead (actually it looks a bit like me first thing in the morning), what a handsome chap.



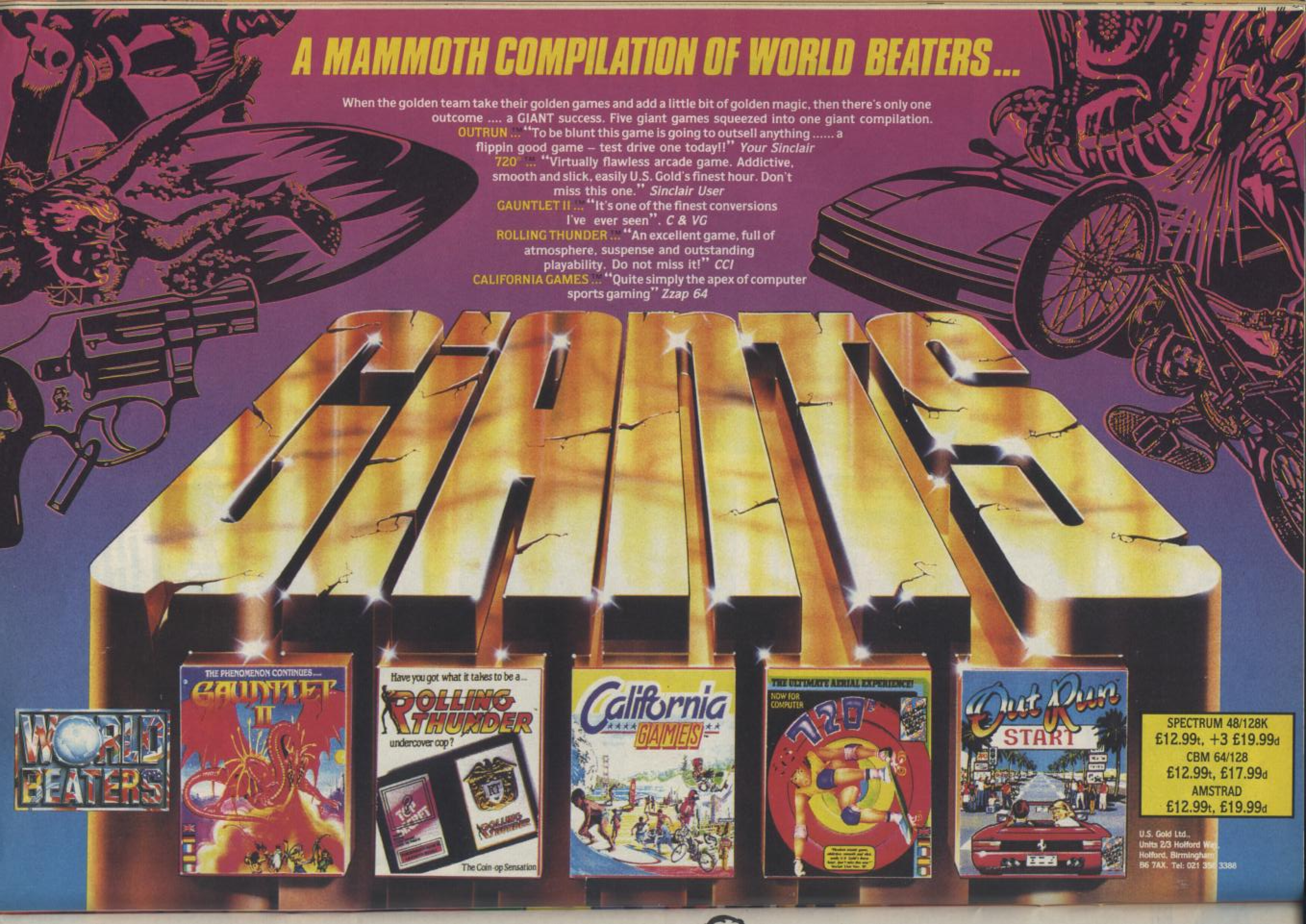
▲ I wouldn't like to meet one of these guys in the streets of sleepy Ludlow, specially not on a dark night. They run around wearing those spooky Balaclava things on their bonces and waving those large (and I'm sure very sharp) swords around. Thankfully you don't see that many ninjas around Ludlow, but maybe Gavin and Michael Summers from Nottingham have seen one, who can tell? You know what Nottingham's like!

Well that's all for this month, unfortunately it's been shorter than usual because of the postal strike (although most posties are now back to work, the backlog has not yet been cleared – Public Service Announcer) so I have to be content with one page. Maybe the Ed will let me have an extra page or two for the Christmas issue – but only if you supply the screen dumps, so why not try sending me a seasonal OTS entry!

Well, whether you send in a seasonal entry or an ordinary one, the usual rules apply:

a) put a cassette or disk containing your work into an envelope;
b) write the usual OTS address on said envelope;
c) place an SAE in the envelope if you wish your entry to be returned to your abode;
d) seal the envelope and pop it in the nearest postbox (that is, if your friendly neighbourhood postie is back at work).

It's as simple as A B C . . . D! If you are lucky you may win the top prize of £40 worth of software. Or just have to be content with a tenner's worth of software for just having your screen printed. So send those screen dumps, drops, pics and pocs (?!?!) to **MARK 'PICASSO' CASWELL, On The Screen, CRASH,** ***PO Box 10, LUDLOW, Shropshire, SY8 1DB***. See you next time . . .



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ADVENTURE TRAIL
with Samara



This month, I've been suffering from a fit of the giggles (we've noticed – Ed) caused by the hilarious content not of *Beetlejuice* (it's a film – Ed), but of a couple of adventures. Although humour can sometimes be a cover for a dull scenario or shallow plot, a good spoof is refreshing. Whether it's taking the Mickey Bliss out of a famous character like James '007' Bond, or making fun of fantasy scenarios, a little humour goes a long way to dispel those summer slump blues (what horrendous weather!). So get ready for some serious mirth-making . . . after I've first put a quick curse on the jaunty joker who asked if I was a type of Russian car!

THUNDERBOWEL

Sacred Scroll Software, £2.00

Lavatory humour rides again in this amusing James Bond spoof (the title is a flatulent pun on *Thunderball*). Shamus Bond, our hero with a difference, is not only the world's sexiest secret agent but also a world class tiddlywinks champion!

The adventure begins rather sedately, with you sitting at your old desk back at HQ, mulling over an internal memo from Mmm – doesn't quite compare with the opening of *The Spy Who Loved Me* does it? But before rushing off down the office corridors you might as well have a look round your own room. Examine some old photos on the wall and you find out that you once stacked shelves for Woolworths – obviously a man of many hidden talents! Of course your ancient desk contains the obligatory drawer which, unusually, is not locked. Type UNLOCK DRAWER and you get a fairly witty message from the programmers, Gary and Ferret.

Upon finding Mmm your Top Secret briefing can begin. Apparently, the United Nations are finally trying to ban the 'Commode 64' under the inferior goods act! Unfortunately the evil Ernie Stavros Blobum is planning to foil this overdue piece of legislation by incapacitating the anti-C64 speakers with a powerful laxative. The reason for this dirty deed is that Blobum has secretly been smuggling diamonds inside the C64s.

To prepare yourself for the mission ahead you naturally search HQ for any useful items. Qewi, the resident gadget inventor, gives you both the inevitable bugging device and a bizarre exploding bun. He also informs you of some alterations he has made to your Bentley car. These consist of an ejector seat and oil spray, but as driving merely involves moving instantly to the desired location, these don't seem to be of much use.

A considerably more useful modification would be fixing the anti-burglar system. Pressing the



correct button starts the engine, but if you forget to press it again before leaving the car it blows up, killing you. As it's very easy to forget to turn off the engine this tends to happen a lot and is very irritating. Luckily, the *PAW* parser allows you to RAMSAVE, making life slightly easier.

The locations to drive to include a hotel where Blobum is staying (as well as the Sacred Scroll programmers, working on their next game!). Also inside the hotel is a casino where Bond can 'tiddle his wink' to supplement his meagre civil service pay. While gambling away don't be surprised if you're interrupted by a commercial break. This features ads for anti-zit lotion, mustard and pickle flavour crisps and a certain software company (I wonder who?). Equally strange is how the game states that the hero is very hungry. Yet when he 'dies' of starvation, it admits that it was only kidding!

Although the adventure contains much humour, the problems aren't exactly mind-bending. And when you do eventually find Blobum, he is surprisingly easy to defeat. With such a straightforward plot *Thunderbowel* should prove just that bit too easy for most adventurers. Nonetheless it provides plenty of amusement while it lasts and despite its standard character set the occasional picture brightens up the appearance.

Thunderbowel is available from Sacred Scroll Software at **37 Brynhedd, Hendreforgan, Gilfach Goch, Porth CF39 8UT**.

Overall 60%

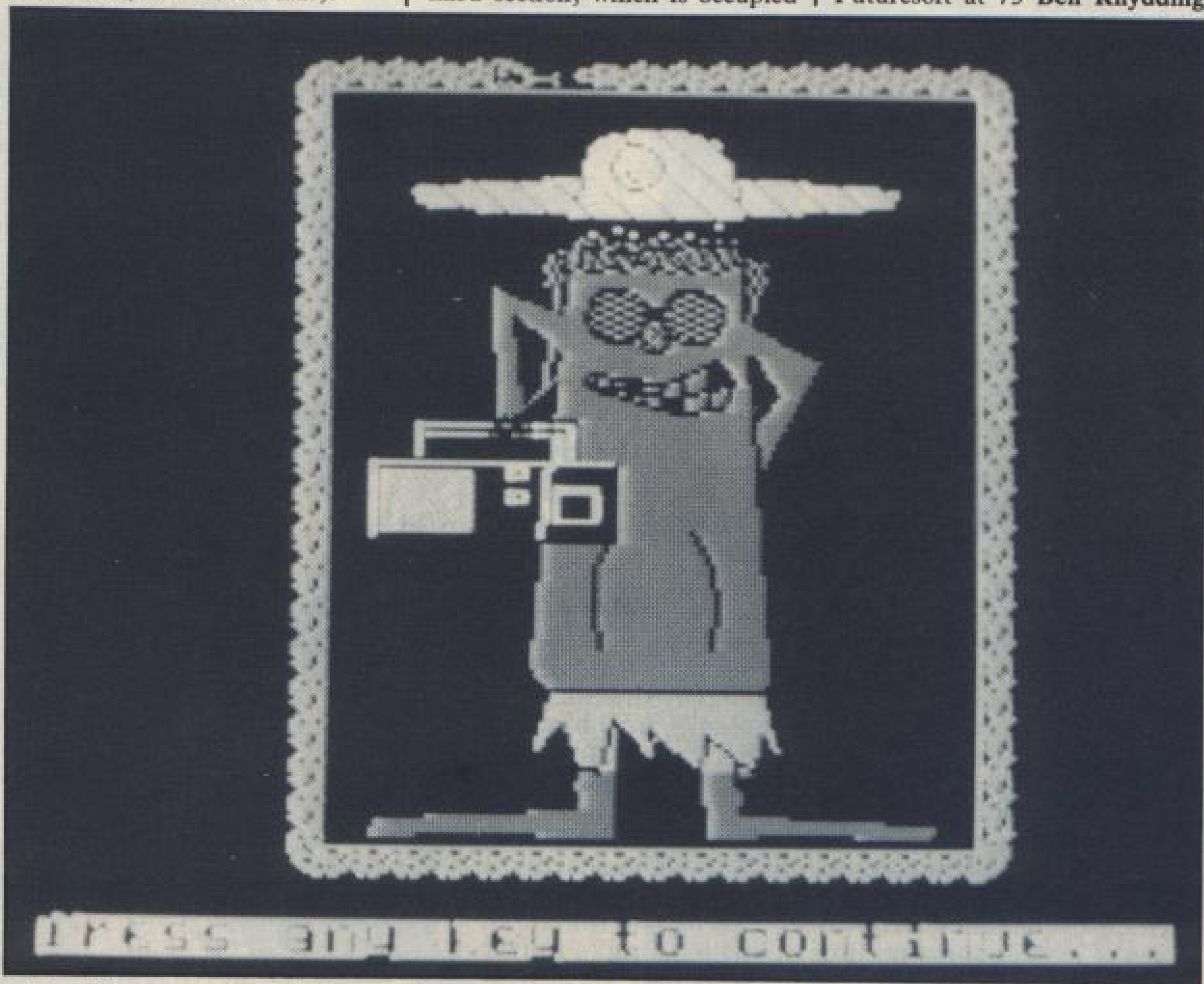
QUEST FOR THE POORLY SNAIL

Futuresoft, £2.50

After a whole host of similar Tolkien-inspired, fantasy scenarios, *Quest For The Poorly Snail* is a refreshing, home-grown spoof of both the King Arthur myth (the title is a vague pun on Quest For The Holy Grail) and general adventure clichés.

The 'square' (his nickname as a Knight of the Square Table) hero's quest begins in the dark confines of a prison cell inside the evil Doctor's castle This is where you have been rotting for umpteen years till your friend, Snail, decided to help you escape. A note he's left in your cell reveals that he is sending his Ear Ro Plane (groan) to come and rescue you. But first you must poison the prison guard to get out.

Soon after leaving the cell you'll probably encounter a friendly dwarf, who insists on singing (shades of *The Hobbit* here) awful songs about the ZX81! An elephantman can also be found, although he doesn't like to be examined (well who would?).



Should you complete the first section of the adventure, data is saved to allow you access to the next section (there are three in all). Scattered throughout the sections are relatively few pictures and surprisingly, considering the adventure was written using the *PAW*, not much use has been made of that utility's excellent presentation options – the fairly lengthy descriptions are written on an unchanging black background. Nevertheless the text is written well enough to make up for these superficial deficiencies.

Section two has yet more Sinclair jokes with Sir Clive showing off his new white steed – the C5! In fact, as the adventure progresses the jokes get even more zany, up to the point of the completely insane banana skin-inhabited hole. Although most of the problems encountered are pretty straightforward, there are exceptions. For example a major problem is caused by a large bird which carts the helpless adventurer off to its nest high above the ground. This situation can easily be overcome, using a rope, but after flying off the bird seems to return, with lethal effect, at a completely random time – sometimes so quickly that you cannot possibly escape.

However, once this problem is solved, there are few obstacles to successfully progressing to the third section, which is occupied by, among other things, a mad carrot. It was at this point that I wondered how the author, Matthew Wilson, could have typed in all these weird jokes while wearing a straitjacket!

Although several solutions are possible to each of the three sections, the problems are simple and the plot is still quite linear – take away the many jokes and not much remains. Even so, *Quest For The Poorly Snail* offers some whacky amusement for all but the most serious adventure fans – just try typing WAIT for a laugh.

You can obtain your copy of *Quest For The Poorly Snail* for the paltry price of £2.50, direct from Futuresoft at **75 Ben Rhydding Road, Ilkley, West Yorkshire LS29 8RN**. And if you should get stuck, just send an SAE to Matthew Wilson at the same address stating the nature of the problem and he'll provide hints, the complete solution, or even a map.

Overall 65%

THE CHALLENGE OF IYTHUS

Creative Juices, £2.50 (128K ONLY!!)

Forming the first part of The Hellspawn Trilogy, *Challenge Of Iythus* is this month's only non-comic adventure and very serious it is too. A text-only adventure split into two loads the game is set some time in the distant future. Much as in the film *The Omen*, the Devil has neglected proper birth control with the result that two evil children, Iythus and Sregor, have been born. Following the logic of like father like son, Iythus grows up to be an evil lord who plans to conquer the world with a master race of super-beings.

Naturally you set out to defeat the greatest and most powerful evil the world has ever known. You are helped in this quest by an old friend Arakrin The Wizard, who tells you that only one object can destroy the evil Iythus. This is the Dwarf Star, a magical type of jewel. Needless to say it's not the sort of object you're going to stumble over on a carefree amble in the countryside. In fact only two of these Dwarf Stars exist in the entire world, both allegedly

buried deep underground, many centuries ago. Of course Iythus realises that if these jewels are destroyed he will become invincible. To this end he has ordered his worker orcs (I didn't realise this was Middle Earth!) to search the mine beneath his castle for them. One of the jewels, however, is rumoured to be in the castle itself, guarded by a terrible monster. You must retrieve this precious stone to save the world (and I bet it won't be grateful).

After an attractive loading screen (which includes a CRASH binder among a pile of books!) and an atmospheric title screen, the appearance of a mass of text on a black background is rather disappointing. But the verbose, atmospheric descriptions are good and presented in a stylish (but easily legible) character set with a shield symbol at the start of each input line, and a sword for the cursor.

The adventure begins in the courtyard of Fortress Iythus, a rather gothic abode appropriately, and eerily, lit by a full moon. Going north reveals a leaflet left near a fountain. On reading it, you find it's an advertisement for other Creative Juices products. Another touch of humour is the message given after playing the flute, making an awful sound: 'Have you ever considered working for Stork, Atkin and Waterfall?'! This certainly isn't a spoof, but the odd bit of humour helps to brighten up an otherwise gloomy atmosphere.

Progress is initially difficult to make – even getting into the main building is a work of art with the key hidden in the most obscure place imaginable. Once inside things get very dangerous with flying arrows, vicious dogs and wailing ghosts to contend with. It's just as well there's a useful RAMSAVE option to make life a little easier.

Another feature common to a great many adventures, but rather less welcome, is the maze. *Challenge Of Iythus* has a very contorted labyrinth, named the Skull Maze. It was here that I discovered what I assume is a bug; a message appears, telling you that flowing lava from the mine is getting much closer, but this message is then repeated for every location thereafter, no matter how far away from the mine. Bug or not, it's very irritating.

If the first section seems difficult, the second is even more puzzling. To begin this part, a password must be given once it has loaded and, peculiarly, this is also required when you die. At the section's start the hero (or heroine, as we aren't told his/her name), is transported by an enormous eagle to an icy wasteland of steep cliffs and narrow crevasses. All the objects from part one, except your trusty sword, are inconveniently lost when you fall off your unusual steed. To make things even worse this inhospitable land is also populated by some most vile creatures – getting anywhere takes a lot of patience.

Despite the many difficulties throughout the game, *The Challenge Of Iythus* is a fairly deep adventure for a small price. But if you do manage to complete the awesome task, the second game in the Hellspawn Trilogy should also be available soon, titled *The Curse Of Sregor*. Meanwhile, you can get hold of *The Challenge Of Iythus* direct from Creative Juices at **28 Horseshoe Road, Longford, Coventry CV6 6JY**.

Overall 73%

SIGN STUMPS

PLAY IT AGAIN, SAM

JAMIE HENDLEY of Skegness has made considerable progress in Mastertronic's popular adventure, but still can't find the car keys in Gloria's apartment or leave said place.

In the apartment, SAY GLORIA, SAY WHY, SAY WHY, SAY WHY, SAY WHY, SAY YES, SAY WHERE, SAY WHEN, SAY WHERE. *Gloria now gives you the car keys!*

To leave, just SAY GOODBYE *and go* WEST.

In the same adventure MATTHEW RIDLEY keeps getting beaten up by thugs in the dressing room and then tied to the chair from which he can't escape. (Mmm, sounds a bit kinky – Ed.)

The bad news is that you can't avoid the vicious thugs, but you can get out of the chair by typing in the rather odd CUT BONDS BLADE.

KENTILLA

ANDREW STEEL can't find the graphite and doesn't know what to put in the tungsten crucible.

First, you must remove the diamonds from the talisman (found by searching the rags in the garden) and then put them in the tungsten crucible. Put this into the furnace and turn the dial on, then look into the crucible and, hey presto!, there's the graphite.

WORM IN PARADISE

RICHARD GIGGIC would like to know where to find the ticket for the riverboat.

After getting the managing job, buy the ticket from the travel agent.

SHERLOCK

Opening the safe without getting shot in Basil's Cobden Lane house is a problem for ALAN DOBSON. He also asks, how do you convince Le Strade that Ffoulkes is innocent?

Answering the second point first; wear the china man's disguise at the opium den. Wait here till 11:49pm, when Ffoulkes should arrive. Wait twice before removing the disguise; Ffoulkes will recognise you and confess that he is an opium addict. Go south to meet Le Strade and tell him that Ffoulkes is innocent because he was in the opium den at the time of Mrs Brown's death.

Now that you have proven Ffoulkes's innocence, you can go to Basil's Cobden house (it is now night time) and open the safe without being shot.

THE PAWN

Persuading the Devil that Kronos is dead presents difficulty for STEVEN HEPWORTH, after he has thrown the potion at Kronos, killing him.

You must be carrying the aerosol (found in the laboratory storeroom) when you kill Kronos and press the nozzle to absorb his soul. Now, when you give the aerosol to the Devil, he will remove your wristband.

MINDSHADOW

JEFF SMITH is having trouble finishing the first part of the old Activision adventure. After killing the man on the ship and getting the meat cleaver, he can get no further.

From the sick bay, go E, N, W, W, S, S. *Examine the lifeboat and get the canvas. Then go* S, S, E *and cut the chain with the meat cleaver. Go* E, N *and* E *onto the plank, and board the Royal Navy ship.*

EUREKA

The old Domark game is still giving many people headaches. LLOYD BREEN asks how to get down the stairs in the Gestapo HQ, and also how to make the uniform.

Give the guard the bottle of schnapps to make him drunk.

*Get the polish (*GIVE CIGARETTES *to the sergeant for this), sewing kit and blankets, then* MAKE UNIFORM.

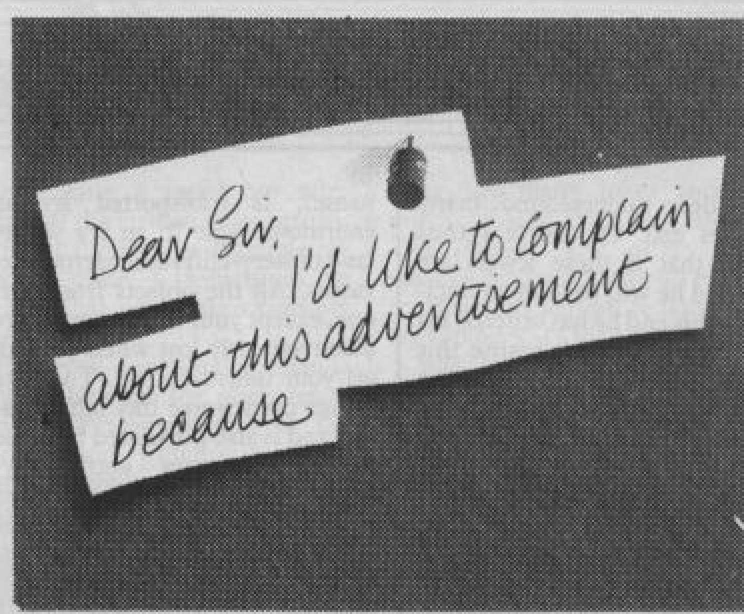
LORD OF THE RINGS

PHIL CLAGUE is having trouble disposing of those evil Black Riders.

Be merry and SAY 'KILL RIDERS'.

Stumped? Sceptical? Smarmy? Speechless? Keep sending your queries and tips on any adventures (ancient or brand new) to *SIGNSTUMPS, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB*.

Please remember that personal replies are unfortunately not possible.



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Doesn't time fly when you're having fun? Only the other day I was down at the PC Show in Earls Court giving out my free guides to cruciality (very useful!) and generally making a fool of myself. Now it's the November issue of CRASH and almost time to write my Christmas list for Santa. (The Ed keeps trying to tell me that he doesn't exist, but I know he's only jealous because I got a chocolate orange last year and he didn't!)

Due to the flipping Postal Strike, I've had a bit of trouble finding POKEs and tips to print this issue (I am writing this in September). Little did those little posties know that their striking would have an effect for months and months after it was over! However, I've managed to just scrape through with ten pages for you to enjoy. There should be an excellently hand-painted map of Ocean's *Where Time Stood Still* (the Art Department were too rushed to do it last issue – but that's no excuse, is it?), the essential maze maps of level one on Imagine's *The Vindicator* and masses of POKEs from those brilliant hackers The Tefal Men and The Howdon Hackers. Good on you lads! Well there doesn't seem to be much more to say except enjoy the next ten pages!

FLUNKY UNFLUNKED

This game was great when it first came out, it's now been rereleased on the Alternative Software label as *Mad Flunky*. So here is the complete solution for all you budget bashers.

Fergie

Fergie will ask for some freckles so take the radio control and go to the room with a decoy boat in it. A secret passage will open leading into a dungeon. Drop the radio control and go through the secret passage, then go right, down, left, down and left three times. You will see a bomb; pick this up and put it in your pocket. Retrace your footsteps back to the boat. Now go into the bathroom, where Andrew is, and take the red paint. Enter Fergie's room and drop the paint at the bottom of the table. Get the matches and light the bomb, now very quickly put the matches away, pick up the bomb, put it in the box marked RED and put the box on the table. When the bomb explodes, and if you have done everything correctly, Fergie will get her freckles. Now give her the autograph book.

Andrew

Andrew will ask for his boat but don't get the boat on the table. Get the radio control unit and go into the room with the picture of the helicopter above a little tug boat. Manoeuvre the helicopter so it is just above the tug and let it drop. It will bring the boat down with it. Beware, the guard will now be alerted so take the tug and go through the secret passage where the guard can't get at you. Go to the screen with the yellow bar and pull it five times, now go to the room with the skeleton and you will see Andrew's boat. Pick it up and place it in the middle of the river. Pull the skeleton 13 times to raise the portcullis and release it. Go through the door before the portcullis drops. Enter the room on the left of the skeleton and place the tug boat on the water, it will start moving. When the tug has pushed Andrew's boat into the next screen, pick up the boat and give it to his highness. Now give him the autograph book.

Charles

Prince Charles will ask for his polo balls, so get the springboard and go to the right. There'll be some balls bouncing about, you have to accurately time these so that they bounce on the board and go through the hole in the top left. Get all three balls bounced over to Charles and he will ask you to place them. Do this one by one, but watch out because Charles hits the balls at the guard. When all three balls have been hit give Charles the autograph book.

Diana

Diana will ask for her wig, so first put the autograph book on the table and get the gun. Now go left into Charles's room and you will see the wig on top of the fireplace. Shoot its left wing to make it fly right. Keep doing this till it goes into Di's room. Now, when the wig is directly over Di's head, shoot it in the centre. It will drop down onto her head. Give her the book to sign.

The Queen

She will ask you for her doggies, so go the the kitchen. Get the sausage and put it in your pocket. The cook will try to kill you (not a very nice experience) so avoid the blade and get out. You will see some Corgies on wheels. Drop the sausage and pick it up again. Now one dog will start barking and follow you. Keep bribing him to follow you till you get to the Queen's room, then give him the sausage and and go back to get the other dog. When both are in the room, give Queenie the autograph book to complete the game.

FACE MASK

That highly addictive game from Gremlin, *Mask III* has been solved by . . . well, I don't know because the solution turned up on my desk without a name (or pizza) in sight. I'm sure you know who you are, but try making your friends believe you!

The first thing to do for the quickest way to complete the game is enter all the passwords **MAYHEM, TRANSMOGRIFY, VALKYR** and **PETALS OF DOOM** and then start the game. Move right and pick up the two masks (penetrator and backlash). Select the backlash and move into the next screen. Dodge the aliens, only using backlash if very necessary. Walk onto the bridge and keep running till the bridge comes back, then jump to safety.

Go into the next screen firing and continue as you walk through, make sure you have destroyed the gun before walking past! Run to the edge of the cliff on the next screen and jump just before you fall off, as the big ball comes down. If you time it right, you should jump over the ball and land on the island in the middle. Jump again to get to the other side. Move into the teleport room and use the last teleporter (you can use the other teleporters to go to other levels but the fourth is best if you are going to complete the game quickly). You should now have a new weapon, lifter.

Run straight through the first screen on Level 4 and on the next, select backlash and destroy the gun. Now jump over the water (you will jump further as you are on the moon). Use the lifter to raise the serpents. Keep going and destroy the next gun you come to, now use the teleporter. Lift the little aliens you come across and run over the stairs and crates on the next four screens. Make sure you are on backlash and shoot at the rocket, then go back a screen and shoot him again. Continue this till you have destroyed him, then use the teleport.

This stage is very difficult, the best way to do it is to keep away from the aliens if you can, or shoot them and just keep jumping over the water till you reach safety. BEWARE, the ground has patches of sinking sand ▶

which are deadly, don't touch any of these (they look like bubbles on the ground). Use the teleporter and go onto the last stage. Ignore all the lifts, they don't do anything. There are two holes in the floor that have to be jumped but besides those the only dangers now are the jellybean type aliens and the little semi-circles (Jellybean always was a bit of a problem, specially with his Madonna remixes). Keep on running to find Scott.

MASK 3 – VENOM STRIKES BACK

```
10 REM MASK 3 - VENOM
   STRIKES BACK
20 REM BY THE TEFAL
   MEN
30 CLEAR 24570
40 LOAD ""CODE
50 POKE 65381,0: POKE
   65382,91
60 FOR F=23296 TO 23314:
   READ A: POKE F,A:
   NEXT F
70 DATA 62, 58, 50 , 221,
   179,50, 162, 186, 50, 208,
   194, 62, 201, 50, 21, 178,
   195, 0, 145
80 RANDOMIZE USR
   65280
```

LIGHTING UP!

Philip Charleston begged me to print these tips for all you Soldiers Of Light **out there, and I just couldn't refuse.**

Weapons

Single Shot – Rubbish
Single Lance – Not very good
Double Shot Fireballs – Very good
Triple Blasters – Brilliant

Level 1

Kill approaching troops, but watch your back, or else. Jump vehicles and pick up P signs. When you come to the steps, don't fight the troops behind you, just jump over their bullets. If you have the triple blaster, don't pick up the P at the top of the steps. Don't slip off the rocks in mid-air. When off the rocks kill all the troops and vehicles before confronting the big chap. Fire shots at him, then let him jump over you. Repeat this process until you destroy him.

Bonus Stage

Waves of alien ships will approach you. Steer your ship to the bottom left of the screen and fire like hell. Don't panic because it will all be over soon.

Level 2

Kill off the bees which will come from the tree trunks and collect those P signs. Jump the plants, unless you want to get swallowed up. When you reach the Loch Ness monster lookalike, aim for his head, but watch out for those fireballs coming from his mouth. Don't go too close. Jump slowly across the rocks then shoot the troops, vehicles and big chaps using a similar method to the end of Level 1.

Level 3

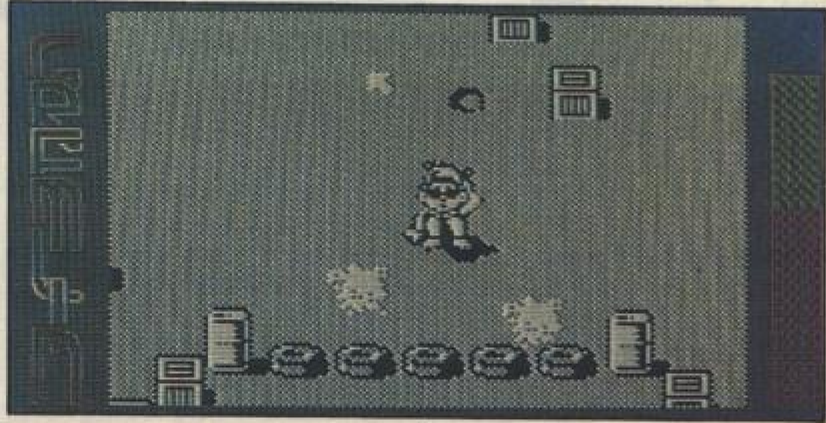
Kill all menaces in sight and try to get a double shot fireball from a P. Jump up on the brick platforms till you get to the penultimate one. You should see a large mask like thing – the boss. Shoot and dodge him, he should die after a few shots. **MISSION COMPLETE**.

TANTALISINGLY TEFAL

I had just finished my piece of very low-fat toast, that had been toasted in my Tefal toaster, when what should fall into my lap but a letter from the kitchenware men themselves. It included some great POKEs for Gremlin's smash hits *Mickey Mouse* **and** *Skate Crazy***, and also a routine for Elite's** *Overlander***.**

OVERLANDER

```
1 REM OVERLANDER
  POKES
2 REM BY THE TEFAL
  MEN
3 REM MEL & STE '88
4 REM 255 LIVES AND
  INVINCIBILITY
10 BORDER 0: PAPER 0:
   INK 0
20 CLEAR 24999
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 LOAD ""CODE
60 CLS
70 FOR F=63620 TO 63640
80 READ A: POKE F,A:
   NEXT F
90 DATA 175, 50, 184, 106,
   50, 160
100 DATA 106, 50, 62, 125,
    62, 255
110 DATA 50, 238, 239, 195,
    0, 91
120 DATA 225, 251, 201
130 LOAD ""CODE
140 RANDOMIZE USR
    63488
```



SKATE CRAZY

```
10 REM SKATE CRAZY
   POKES
20 REM BY THE TEFAL
   MEN
30 REM MEL & STE '88
40 CLEAR 49999
50 PRINT AT 10,5;"START
   TAPE FROM
   BEGINNING"
60 FOR F=65522 TO 65535
70 READ A
80 POKE F,A
90 NEXT F
100 DATA 55, 62, 255, 221,
    33, 80
110 DATA 195, 17, 232, 3,
    205, 86
120 DATA 5, 201
130 FOR C=0 TO 3
140 RANDOMIZE USR
    65522
150 NEXT C
160 POKE 50016,136
170 POKE 50017,195
180 POKE 50019,20
190 POKE 50020,1
200 POKE 50153,109
210 POKE 50154,249
220 FOR F=50303 TO 1e9
230 READ A
240 IF A=999 THEN GO TO
    400
250 POKE F,A
260 NEXT F
270 REM JUST DELETE THE
    POKES YOU DON'T
    WANT
280 DATA 62, 201, 50, 137,
    181: REM INFINITE
    TIME
290 DATA 62, 201, 50, 73,
    181: REM NO FATIGUE
300 DATA 62, 126, 50, 150,
    166: REM INFINITE
    LIVES
310 DATA 195, 0, 144, 999
320 RANDOMIZE USR
    50014
```

MICKEY MOUSE

```
10 REM MICKEY MOUSE
   POKES
20 REM BY THE TEFAL
   MEN
30 REM MEL & STE '88
40 REM
50 CLEAR 49999
60 FOR F=65522 TO 65535
70 READ A
80 POKE F,A
90 NEXT F
100 DATA 55, 62, 255, 221,
    33, 80
110 DATA 195, 17, 232, 3,
    205, 86
120 DATA 5, 201
130 FOR C=0 TO 3
140 RANDOMIZE USR
    65522
150 NEXT C
160 POKE 50016,136
170 POKE 50017,195
180 POKE 50019,30
190 POKE 50020,1
200 POKE 50267,73
210 POKE 50268,193
220 FOR F=50294 TO 1e9
230 READ A
240 IF A=999 THEN GO TO
    1000
```

```
250 POKE F,A
260 NEXT F
270 REM JUST DELETE THE
    POKES YOU DON'T
    WANT
280 DATA 175, 50, 169, 159:
    REM INFINITE WATER
290 DATA 175, 50, 168, 142:
    REM INFINITE LIVES
    (SUB GAMES)
300 DATA 175, 50, 76, 156:
    REM INFINITE SLOW
310 DATA 175, 50, 99, 156:
    REM INFINITE
    LIGHTNING BOLTS
320 DATA 175, 50, 122, 156:
    REM INFINITE SHIELD
330 DATA 175, 50, 155, 156:
    REM INFINITE BIRD'S
    HEAD
340 DATA 175, 50, 201, 156:
    REM INFINITE
    REPULSIVE
350 DATA 175, 50, 178, 156:
    REM INFINITE GLUE
360 REM ICON POKES
    ONLY WORK WHEN
    ICONS ARE PICKED UP
370 DATA 195, 128, 112, 999
380 RANDOMIZE USR
    50014
```

TOUGH TIPS

Street Fighter, **the new beat-'em-up from Capcom, is a real tough cookie.** Kelvin Courtesay **of Totnes has flexed his muscles and got some tips on how to street fight.**

1. *On Retsu, jump towards him and kick low. After a while he will die.*
2. *Geki will fire deathstars at you. To avoid them, jump in the air and kick him in the head. (Not very morally responsible but I suppose it gets the job done – Ed.)*
3. *To kill Joe and Mike, do the same as you did for Retsu but watch out for Mike's low punches.*
4. *Birdie and Eagle are the same as Retsu.*
5. *For Lee, jump in the air, kick him once in the head then crouch down for some low kicks.*
6. *Gen needs the same punishment that Lee got.*
7. *Adon is the same as Retsu.*
8. *Sagat is the hardest of the lot and to kill him takes some doing. Jump in the air several times and kick him in the head. Jump backwards a couple of times and repeat the process. Watch out for the fireballs.*

MULTIFACE MADNESS

At last I've cracked! All those pleas for Multiface POKEs from people at the PC Show were too much, so I've decided to print some (POKEs, not pleas!). These come from The Tefal Men, Paul Jennings **and** Daniel Pook.

MICKEY MOUSE	40814,201	*Infinite water*
	36520,0	*Infinite lives (sub games)*
	40012,0	*Infinite slow*
	40035,0	*Infinite lightning bolts*
	40058,0	*Infinite shield*
	40091,0	*Infinite bird's heads*
	40137,0	*Infinite repulsive*
	40114,0	*Infinite glue*
SKATE CRAZY	46473,201	*Infinite time*
	46409,201	*No fatigue*
	42646,126	*Infinite lives*
RICOCHET	37385,0	*Infinite lives*
TARGET; RENEGADE	63160,50	*Infinite lives*
ROADBLASTERS	48634,36	*Infinite lives*
	55214,0	*Infinite fuel*
DESOLATOR	39636,60	*Infinite lives*
	36949,0	*Infinite bombs*
	36770,0	*Infinite flips*
	45205,201	*Infinite energy*
RASTAN	40269,36	*Infinite lives*
	39895,0	*Infinite energy*
EARTHLIGHT	50027,36	*Infinite lives*
	51618,0	*Infinite bullets*
	50172,36	*Infinite fuel*
RAMPARTS	43059,0	*Infinite lives*
	35079,201	*Invincible*
BEYOND THE ICE PALACE	38281,0	*Infinite lives*
YETI	47894,0	*Infinite lives*
	49077,0	*Infinite ammo*
	48328,0	*Infinite bombs*
	56318,201	*Disable guns*
KARNOV	32972,0	*Infinite lives*
	37149,201	*Invincible*
GUTZ	38915,36	*Infinite lives*
THE VINDICATOR		
Part One	30978,0	*Lives*
	33448,0	*Infinite lives*
	34064,0	
Part Two	34139,0	*Infinite lives*
	34203,0	
	38631,0	*Infinite rockets*
Part Three	35055,0	*Infinite lives*
	34364,0	*Infinite time*
BIONIC COMMANDO	34690,0	*Infinite lives*
ACTION FORCE II	51454,36	*Energy*
	51905,36	*Infinite lives*
	51617,0	*Stops Level 3 clock*
	51710,96	*Infinite time on all levels*
VENOM STRIKES BACK	46045,58	
	47778,58	*Infinite energy*
	49872,58	

CRAFTY CAVENDISH

A guy called Adrian Cavendish **of Groby has been busy getting tips for two of the latest arcade conversions to hit the Spectrum (big bullys!). Here are his tips for US Gold's** *Roadblasters* **and Capcom's** *Bionic Commando.*

ROADBLASTERS

1. *Take the inside lane on a corner. This will reduce your chances of crashing into another car.*
2. *Try to collect all of the fuel globes. If one is going to pass you by, slow down and collect it.*
3. *When you destroy an enemy vehicle your multiplier goes up by one. If you fire and don't hit anything it goes down by one. So the idea is to only shoot when you know you're going to hit something. The multiplier's maximum is ten, and that really makes a difference to your score!*
4. *Don't try to destroy the command cars as they take many hits before they explode. This will reduce the multiplier.*
5. *When the mine indicator flashes red, go into the middle lane.*
6. *As soon as you see a mine, spiked ball or toxic spill approaching move away from it before it gets too close.*
7. *The Uzi cannon is good for destroying the turrets at the side of the road. None of the extra weapons affect your multiplier.*
8. *The cruise missile acts as a smart bomb.*
9. *The shields allow you to plough through everything. Be careful, they can (and often do) run out suddenly.*
10. *Travel at full speed all the time, it is not necessary to slow down on corners. (Huh, you haven't seen Ed in his Fiesta!)*

BIONIC COMMANDO

Level One

Don't shoot the insect nests as a cloud of bees will fly out and kill you. Don't jump onto spikey plants as this will also kill you. Shoot the cages, if you walk into them you will be thrown back – they take four to seven shots. To kill the large soldiers, keep firing while knocking them back with your arm. They take about eight shots.

Be careful if there is a man standing directly above you, he may jump on top of you. Watch out for the large soldiers who have bionic arms, they can annoy the bees and make them chase you! Always shoot the birds when they are on the trees, they are very difficult to shoot when they're flying. The pots that float down on parachutes are worth a lot of points, collect them. Always collect the extra weapons if you can.

Level Two

Kill the large soldiers as in Level One. At the start, walk across the drawbridge as it is slightly dangerous to swing across. There are many cannons and guns that fire as you ascend – look before you climb! Don't tread on the electric cables or you'll end up looking a bit crispy!

Near the top, look out for the men with the backpacks that charge down. See where they land and avoid that spot. Shoot the Donkey Kong lookalikes, otherwise things can get highly dangerous. (Nuff said – Ed.)

Level Three

Crouch to shoot the little robots and rats of the pipes. When a rat starts chewing, move out of the way – pieces of pipe will start falling down. It is best to destroy the bouncing vehicles whilst they aren't moving. If they move, avoid them. Don't try and destroy them for a few points – they're not worth the hassle. If you do manage to destroy one, don't get too close as a small robot will be catapulted out to fire at you. The huge robots at the top of the level are easy to get by. Don't rush, it's all in the timing.

Golden Rule: Keep moving and use your arm all the time. (As if you needed to tell us! – Ed.)

THE TIP OF THE ICEBERG

Elite's *Beyond The Ice Palace* **was mapped and POKEd last month. So to round the frosty trio off, here's the complete solution. It comes from** Paul Williams **of Ellesmere Port. Cheers, Paul!**

Key: L-left, RD-right & down, LU-left & up . . .

Level One

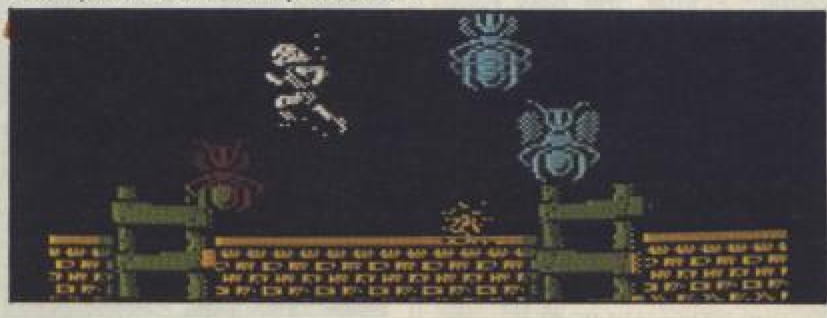
First get the star shaped weapon, L, D, R, shoot rock, R, shoot rock, R, kill big bat, R, kill big bat, R, D, shoot rock, R, kill big bat, R, U, L, U, R, kill big bat, R, RU, get weapon, RD, kill big bat, D, R, kill big bat, get onto the moving rock and make your way to the top right corner, kill big bat, R, leave weapon, R, kill big worm with the help of a spirit or two, up ladder and into Level Two.

Level Two

R, U, L, U, jump gap, R, U, L, U, kill big bat, up left ladder, get spirit, up ladder, left across moving rock, leave weapon, U, right across rock, R, U, L, left across rock, U, U, L, jump gap, leave weapon, L, U, U, L, U, U, L, kill all the flies, R, climb the ladder that appears.

Level Three

Get spirit, L, U, U, left up ladder, kill worm, U, U, L, jump gap, L, U, L, jump gap, jump gap, L, U, L, U, R, U, R, U, kill big bat, kill other big bat, U, up any of the three ladders, kill creature. You have now completed the game.



CHEAT MODE MOTEL

Yes, it's time for more cheats from your favourite section of Playing Tips, Cheat Mode Motel. **I've tried to fit in as many cheats as I can but I'm keeping a few back for next month, when Cheat Mode will get a magnificent one page(!). So keep sending in all the cheats you can find: you may be on your way to receiving a cuddly Olibug for all your efforts.**

SUPER STUNTMAN

If you get onto the high score table type in BIG SCORE. You will now see the message, 'WANNA BIG SCORE, THEN CHEAT, INFINITE TIME AND LIVES'. You will now, of course, have infinite time and lives.
(occupant: **Ian Roper**)

ROGUE

If you discover a useful item, such as a blue potion, don't leave the room just stand in the doorway. On re-entry into the centre of the room the item will reappear again.

Also, when using the save option do as normal and when you re-load, the process sometimes stops halfway. Now press BREAK and the game will start in the correct position, but with bigger and better graphics! (What? – Ed.)
(occupant: **Peter Brannelly**)

OLLI AND LISA

After the menu choice, type in PORTCUL to slow the game down.
(occupant: **Strawberry Aubrey and Cognito Zown**)

THE VINDICATOR

Those crucial codes for Levels 2 and 3 are VALSALVA MANOEUVRE **and** EUSTACHIAN TUBES.
(occupant: Paul Jennings and **Daniel Pook)**

PHILIPPE ULRICH / DIDIER BOUCHON

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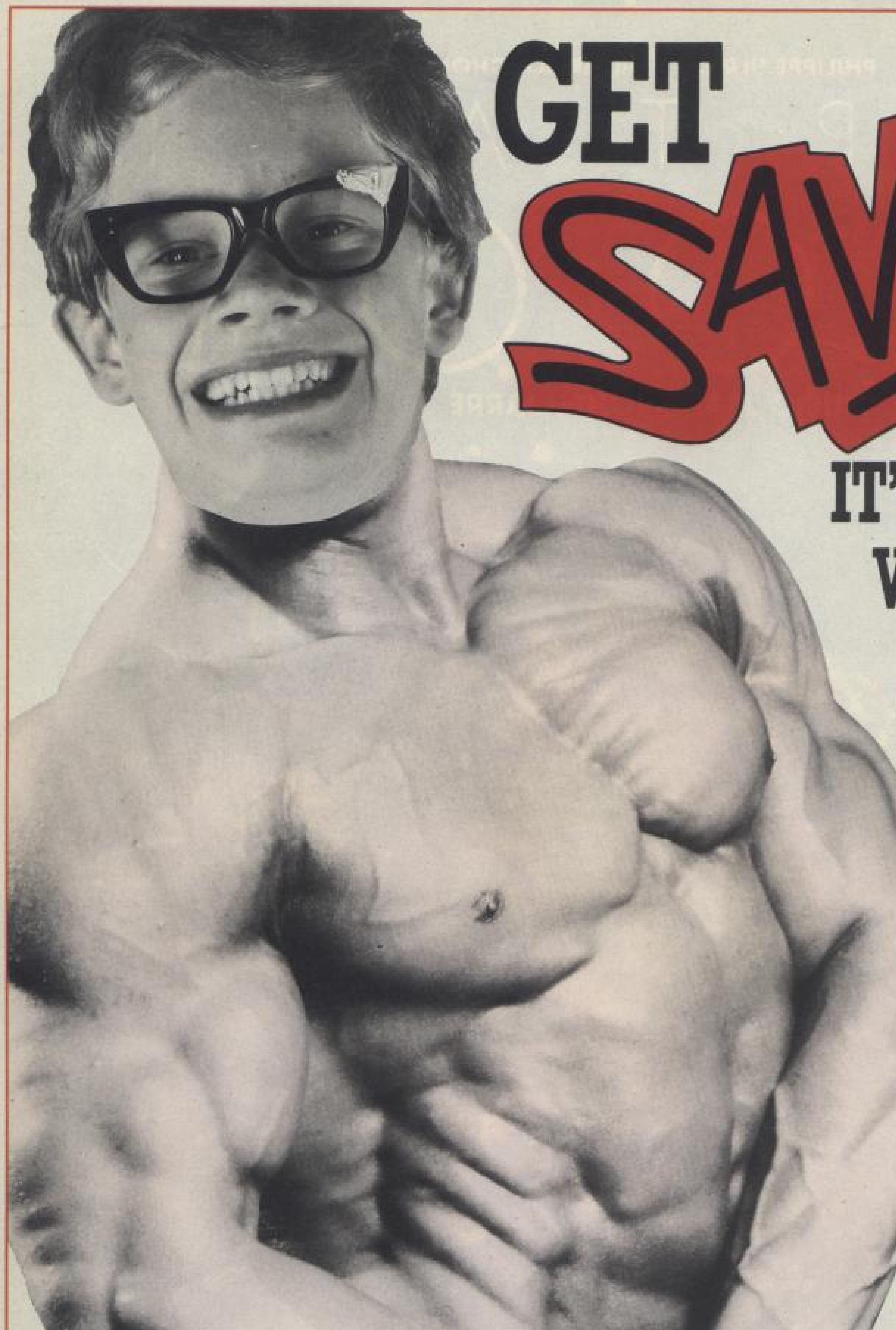
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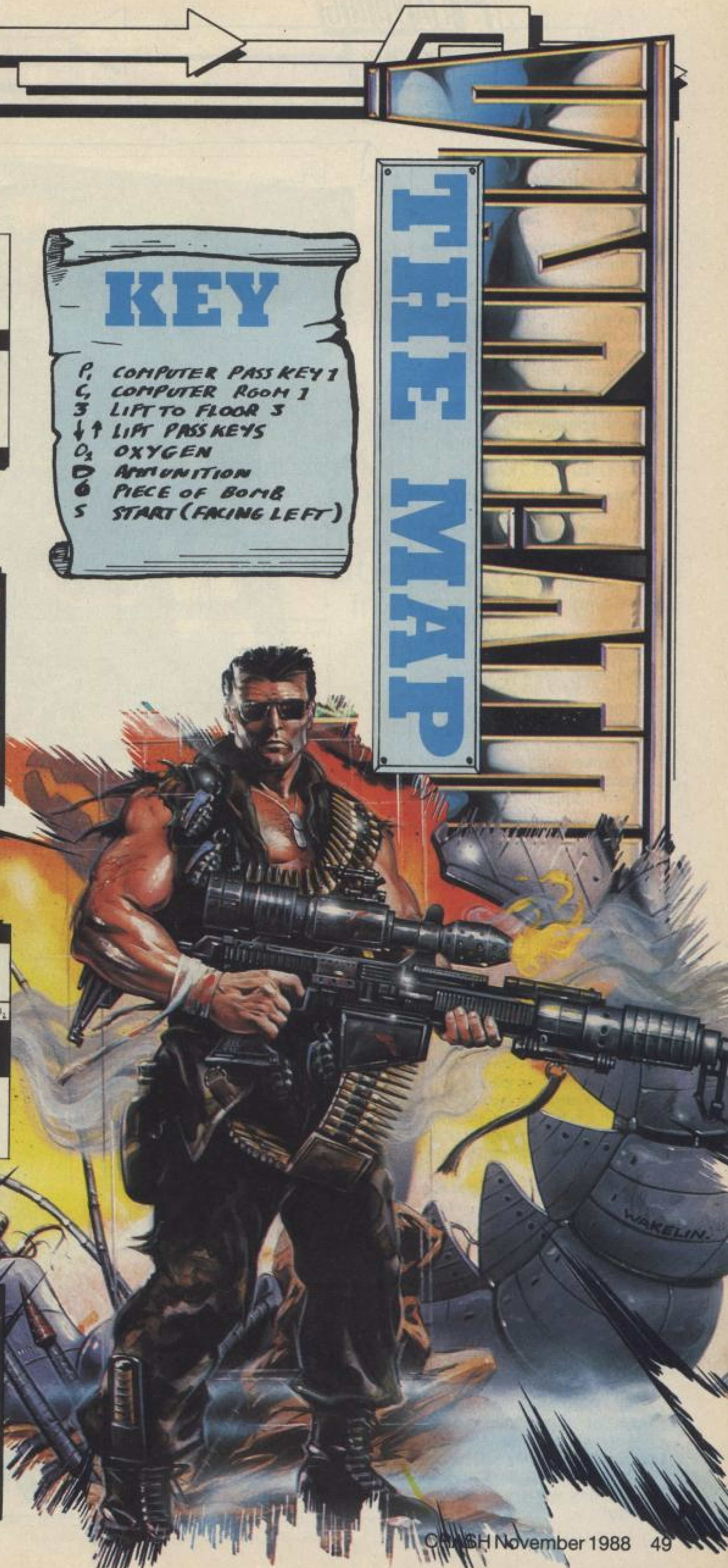
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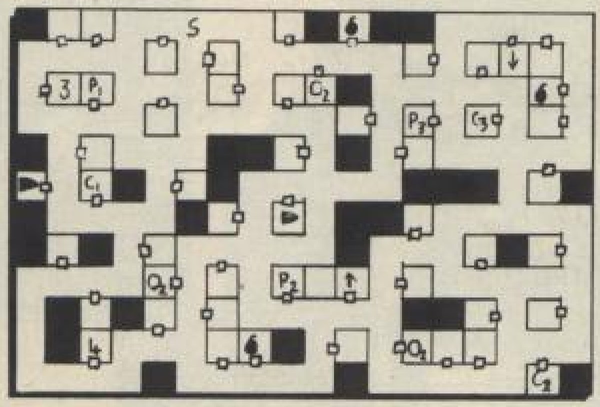


KEY

- P_1 COMPUTER PASS KEY 1
- C_1 COMPUTER ROOM 1
- 3 LIFT TO FLOOR 3
- ↓↑ LIFT PASS KEYS
- O_2 OXYGEN
- AMMUNITION
- 6 PIECE OF BOMB
- S START (FACING LEFT)

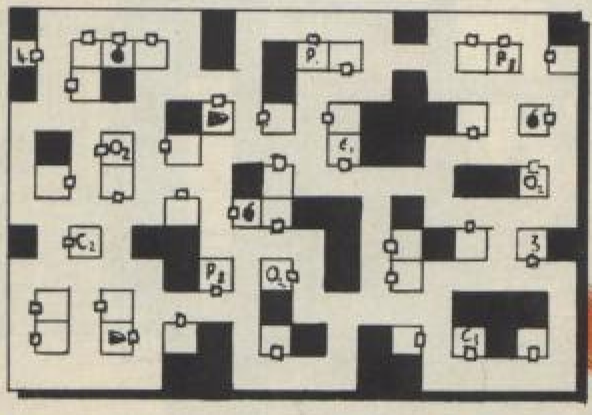
Floor 1

C1 *Leon Wupas* Paul Owens
C2 *Dawn Baramoal* Amanda Barlow
C3 *Ken Mardws* Mark Owens



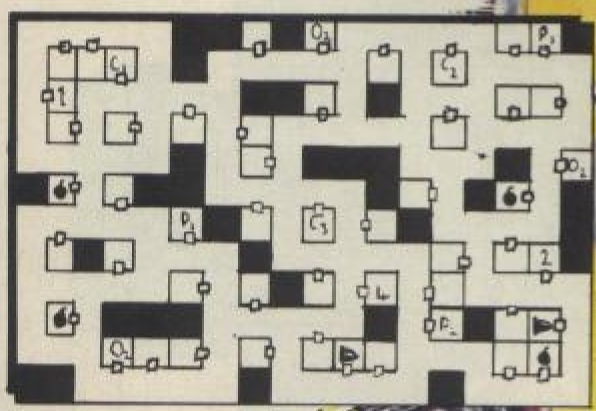
Floor 2

C1 *Oliver Dadi* David Colier
C2 *Sean Jim Haggis* James Higgins
C3 *Nathan Junnod* Jonathan Dunn



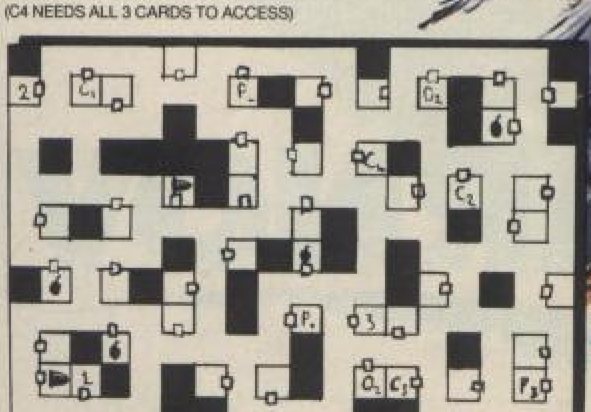
Floor 3

C1 *Emile Bakma* Mike Lamb
C2 *Ken Jamros* Mark Jones
C3 *Robin Tumsel* Simon Butler



Floor 4

C1 *Joe Hangmen* John Meegan
C2 *Leon Wupas* Paul Owens
C3 *Dr Antoni Clam MD* Martin McDonald
C4 *Ron H Vain* Ivan Horn
(C4 NEEDS ALL 3 CARDS TO ACCESS)



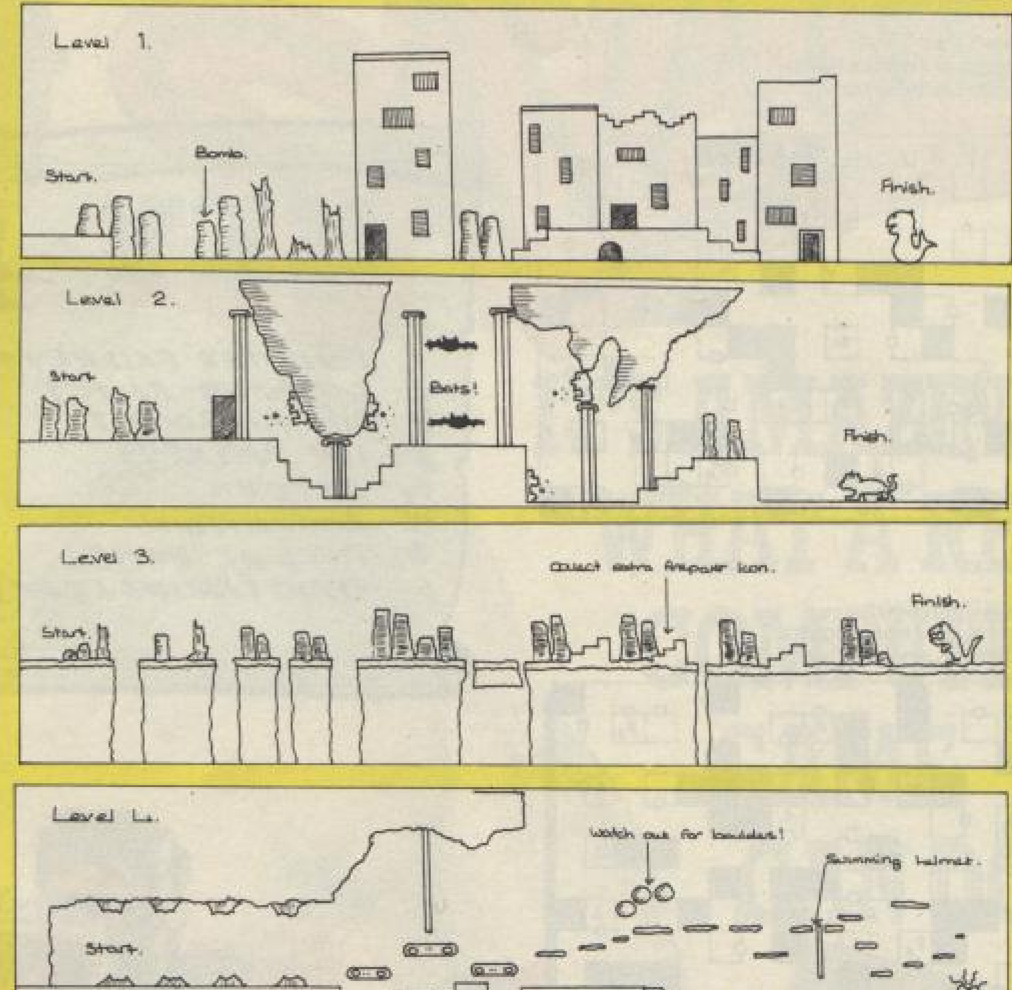
VINDICTIVE TIPS

Here is a map and a few tips for Imagine's *The Vindicator*. They come all the way from Luke Gietzen **of London – a very talented little mapper. Luke gets this month's** £40 worth of software **for all his hard mapping work. For those of you who are like me (hopeless) (and fat? – Ed) at the game then the passwords for Levels 2 and 3 are in this month's** Cheat Mode Motel**.**

★ Never fight aliens when you don't need to (especially on floor 4, where they need many hits to terminate), just run past them.
★ If you are running low on oxygen and are miles away from some oxygum, go into a computer room. If your oxygen is almost at red level it will fill up to green when you leave. If you're miles away from a computer room, panic! (Fair enough – Ed.)
★ Rotate the map so that the arrow on it points the same way as the direction indicator.
★ You need both the ↑ and the ↓ pass keys to operate the lifts.
★ Each computer room reveals the location of one piece of the 12-part bomb. But the pieces only appear when you have solved the anagram and obtained the map. There should be three parts per level, so don't ask me why Level 4 has four computer rooms! Maybe it has something to do with the finished bomb, but I don't know what. (Nick you're supposed to be helping people, not making feeble excuses for your incompetence – Ed.)

You can even keep on collecting bomb bits after the picture of the bomb is complete. Luke would tell us what you have to do with the bomb but, he says, 'a) it's a rude word and b) I don't actually know!'. (Brilliant! – Ed.)

If anyone out there has got any tips on the other two levels, send them in as I'd like to finish off the trio (and show Ed a thing or two!).



DALEY CHEATS!

Here are the essential trainer numbers you need to complete Daley Thompson's Olympic Challenge **with a bit more ease. They are from** Jamie Stone **of South Humberside. I've always been told I need to take more exercise so I'm just off to play the game myself. These tips will come in very handy!**

100 Metre Sprint *Number 4*
Long Jump *Number 1*
Shot Put *Number 3*
High Jump *Number 2*
400 Metres *Number 4*
110 Metres Hurdles *Number 4*
Discus Throw *Number 2*
Pole Vault *Number 1*
Javelin Throw *Number 4*
1500 Metres *Number 3*

BY GRAEME ROBERTSON.

KARNOV



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HOWDON HACKERS

TURN TO CRIME!

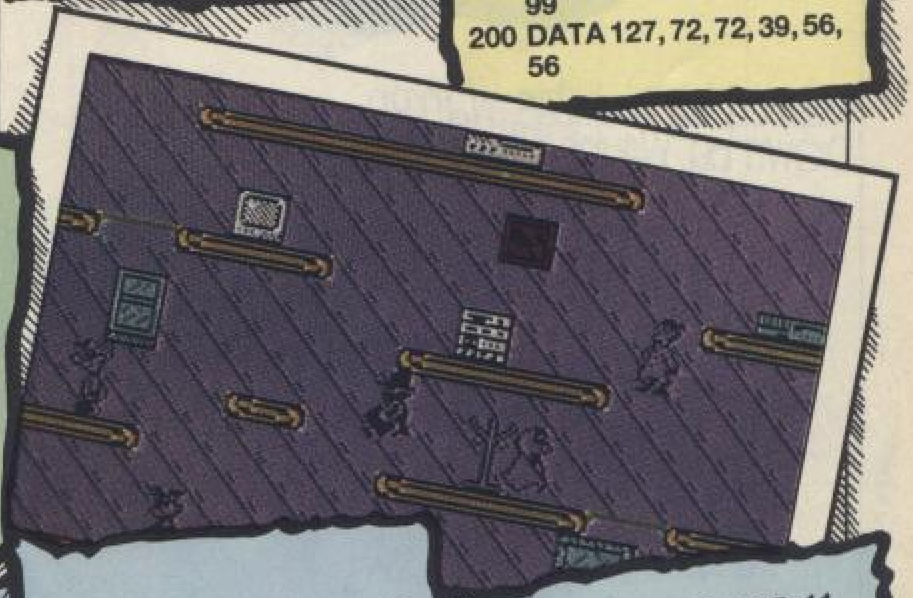
After the success of their POKEs printed last month, the Howdon Hackers, of Wallsend, have sent in a few new routines for you to use. I don't think I've printed any of them before but I'm sure you'll tell me if I have. As you should all know, you just type them in, save them to tape (for future use), run the program and load in the game as normal.

CRIMEBUSTERS

```
10 REM CRIMEBUSTERS
   HACK
20 REM HOWDON
   HACKERS '88
30 CLEAR 64999
40 LET T=6515
50 FOR F=65000 TO 65056
60 READ A: LET T=T-A
70 POKE F,A: NEXT F
80 IF T<>0 THEN STOP
90 LOAD ""CODE 30000
100 RANDOMIZE USR
   65000
110 DATA 221, 33, 0, 60, 17, 0
120 DATA 192, 55, 159, 205,
   86
130 DATA 5, 48, 242, 33, 3,
   254
140 DATA 17, 0, 64, 213, 1,
   100
150 DATA 0, 237, 176, 201,
   17, 255
160 DATA 255, 33, 255, 251,
   1, 0
170 DATA 165, 237, 184, 175,
   50
180 DATA 85, 238, 50, 32,
   180, 49
190 DATA 254, 255, 195, 156,
   99
200 DATA 127, 72, 72, 39, 56,
   56
```

FIRETRAP

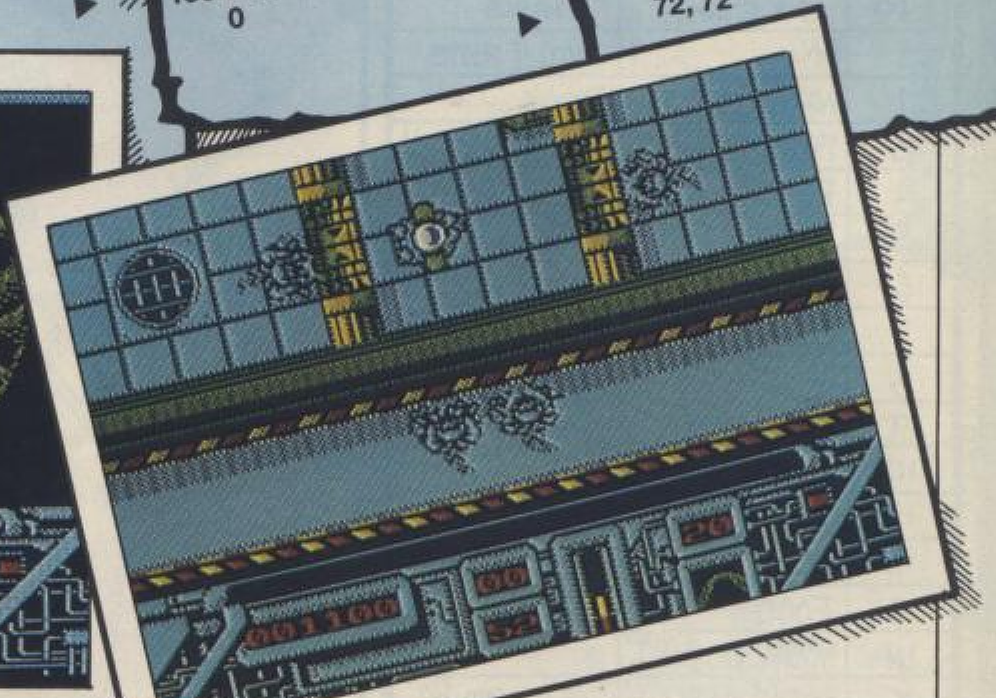
```
10 REM FIRETRAP HACK
20 REM HOWDON
   HACKERS '88
30 CLEAR 32767
40 LOAD ""CODE 65088
50 POKE 65109,203
60 FOR F=65500 TO 65533
70 READ A: POKE F,A
80 NEXT F
90 RANDOMIZE USR
   65500
100 DATA 195, 64, 254, 33,
   237, 255
110 DATA 17, 103, 255, 1, 15,
   0
120 DATA 237, 176, 195, 44,
   255
130 DATA 151, 50, 13, 186,
   33, 0
140 DATA 0, 34, 185, 181,
   195, 128
150 DATA 156, 72, 72, 56, 56
```



DENIZEN

```
10 REM DENIZEN HACK
   48/128K
20 REM HOWDON
   HACKERS'88
30 LET T= 288426: LET
   W=72
40 FOR F=40000 TO 40071
50 READ A: LET T=T-
   (W*a)
60 POKE F,A: LET W=W-1
70 NEXT F
80 RANDOMIZE USR
   40000
90 DATA 49, 179, 95, 221,
   33, 11
100 DATA 180, 17, 128, 2, 62,
   255
110 DATA 55, 205, 86, 5, 48,
   241
120 DATA 17, 109, 181, 33,
   249, 180
130 DATA 126, 35, 254, 195,
   40, 3
140 DATA 33, 7, 181, 115, 35,
   114
150 DATA 33, 111, 156, 1, 30,
   0
160 DATA 237, 176, 195, 11,
   180, 175
170 DATA 50, 198, 236, 50,
   42, 239
180 DATA 50, 227, 238, 50,
   203, 237
190 DATA 50, 167, 252, 60,
   50, 226
200 DATA 165, 195, 136, 244,
   72, 72
```





WHERE TIME STOOD STILL

Mapped by Nicholas Warren
Drawn by Wayne Allen



KEY

Nº	ITEMS	USES
1	BAG	Carry 4 items
2	WATER BOTTLE	Drink
3	FIRST AID	Rebuilds strength
4	ROPE	To Save clive
5	FOOD	Eat
6	KNIFE	Restores food
7	AMMO	Restores Ammo
8	CAN OPENER	Restores food
9	DYNAMITE	Blow rocks
10	FOOD	Eat
11	ROAST HAM	Give to Hand
12	FOOD	Eat
13	FOOD	Eat
14	MYSTICAL BALL	
15	ROCKS ON PATH	Use Dynamite


FINISH
15
12
14
13
VILLAGE
6
SWAMP
QUICK SAND
7
8
3
4
5
START
2
1

POTS AND PANS

A hacking crew that are beginning to become regular contributors to Playing Tips are the non-stick frying pan and the toaster, better known as Mel and Ste, who together make up The Tefal Men. Below are a few hacks that they've been working on, including their brilliant Firebird loader.

FIREBIRD LOADER

```
10  REM FIREBIRD
    LOADER
20  REM BY THE TEFAL
    MEN
30  FOR F=40192 TO 40448
40  POKE F,158: NEXT F
50  LET T=0
60  FOR F=40599 TO 1e9
70  READ A
80  LET T=T+A
90  IF A>255 THEN GO TO
    310
100 POKE F,A
110 NEXT F
120 IF T<>9000 THEN
    PRINT "ERROR IN
    DATA": STOP
130 PRINT AT 10,10;"START
    TAPE"
140 RANDOMIZE USR
    40599
150 LOAD ""
160 DATA 62, 157, 237, 71,
    237, 94
170 DATA 201, 229, 213, 197,
    245
180 DATA 175, 50, 18, 91, 58,
    0
190 DATA 91, 254, 195, 32,
    18, 33
200 DATA 197, 158, 17, 0, 91,
    1
210 DATA 18, 0, 237, 176, 62,
    63
220 DATA 237, 71, 237, 86,
    243, 241
230 DATA 193, 209, 225, 255,
    201
300 REM BOLT ON GAME
    DATA LINE HERE
```

BUBBLE BOBBLE

(INVINCIBLE)

```
300 DATA 62, 150, 50, 59,
    171, 195, 188, 245, 1704
310 POKE 40615,213
320 POKE 40625,213
330 GO TO 120
340 REM MULTIFACE POKE
    43835,150
```

SIDEWIZE (INVINCIBLE)

```
300 DATA 62, 201, 50, 156,
    221, 195, 0, 249, 1700
310 POKE 40615,157
320 POKE 40625,157
330 GO TO 120
340 REM MULTIFACE 1
    POKE 52636,201
```

I, BALL 2 (INFINITE TIME & LIVES) INFINITE

```
300 DATA 62, 202, 50, 255,
    137, 50, 10, 138, 175, 50,
    121, 148, 50, 80, 177, 195,
    86, 169, 6 69
310 POKE 40615,205
320 POKE 40625,205
330 GO TO 120
340 REM MULTIFACE 1
    POKE 38009,0 (TIME)
350 REM MULTIFACE 1
    POKE 45392,0 (LIVES)
360 REM MULTIFACE 1
    POKE 35327,202
370 REM MULTIFACE 1
    POKE 35338,202
```

BACK TO THE FUTURE (UNLIMITED LIFE FORCE)

```
300 DATA 62, 201, 50, 229,
    212, 195, 0, 208, 1667
310 POKE 40625,223
330 GO TO 120
340 MULTIFACE 1 POKE
    54501,201
```

RICOCHET

```
10  REM RICOCHET INFI-
    NITE LIVES
20  REM BY THE TEFAL
    MEN
30  CLEAR 25999
40  LOAD ""CODE
50  POKE 37385,0
60  RANDOMIZE USR
    32768
```

FLASHBACK

For all fans of Monty Mole, I have a real treat for you this month. I have had loads of requests for POKEs on all the games starring this burrowing character. Here they are in all their glory.

MONTY MOLE

To get infinite lives type MERGE "" and load the first part of the game. Now stop the tape and insert POKE 38004,0 before the RANDOMIZE USR statement. Do the same to allow Monty to fall as far as he likes without dying but put in POKE 35874,255 instead.

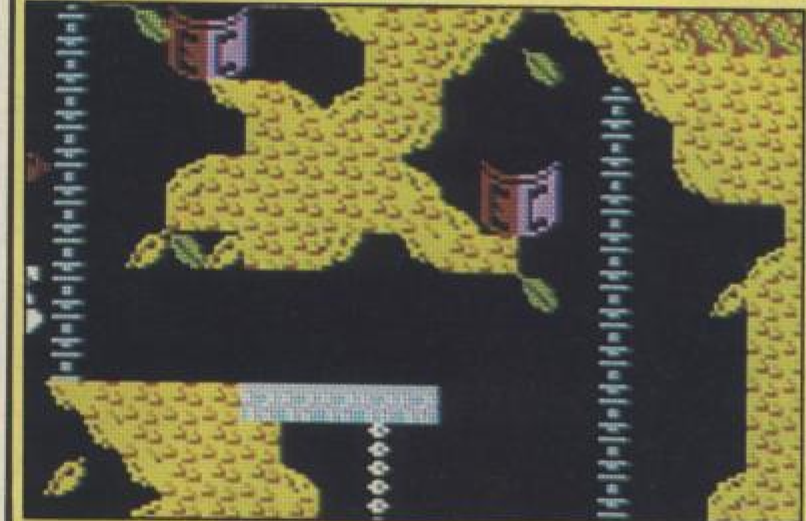
MONTY ON THE RUN

To get infinite lives and stop the monsters, crushers etc killing you, use this routine . . .

```
5   REM MONTY ON THE
    RUN
6   REM BY JOHN
    BRAMLEY
10  CLEAR 24649
20  PRINT AT 8,3;"PLAY
    MONTY ON THE RUN
    TAPE"
30  POKE 63756,195: POKE
    63757,235: POKE
    63758,255
40  FOR N=65515 TO 1e9:
    READ A
50  IF A=999 THEN POKE
    23612,0: RANDOMIZE
    USR 52500
60  POKE N,A: NEXT N
100 DATA 62, 24, 50, 156, 135
110 DATA 62, 201, 50, 141,
    134
120 DATA 62, 201, 50, 157,
    143
130 DATA 62, 0, 50, 80, 154
140 DATA 201, 999
```

AUF WIEDERSEHEN MONTY

Here's infinite lives as printed in Issue 41 by Lloyd. All you have to do is type CLEAR 32667: LOAD "" CODE: RANDOMIZE USR 32799 when loading instead of LOAD "", and you should have loads of Montys.



Well viewers, I hope you enjoyed that little lot, tune in again next month when you will hear Mr Ed shouting, 'Nick, I want 32 pages of Playing Tips on my desk by the end of the day!', and me replying, 'Oh, I think I've left my bike running downstairs and I don't want to get a flat battery, bye!'. (Yes folks, Nick is finally going to earn his keep and go for a MASSIVE 32-page Tip Special!! – Ed.) Till next month, here's the end credits . . .

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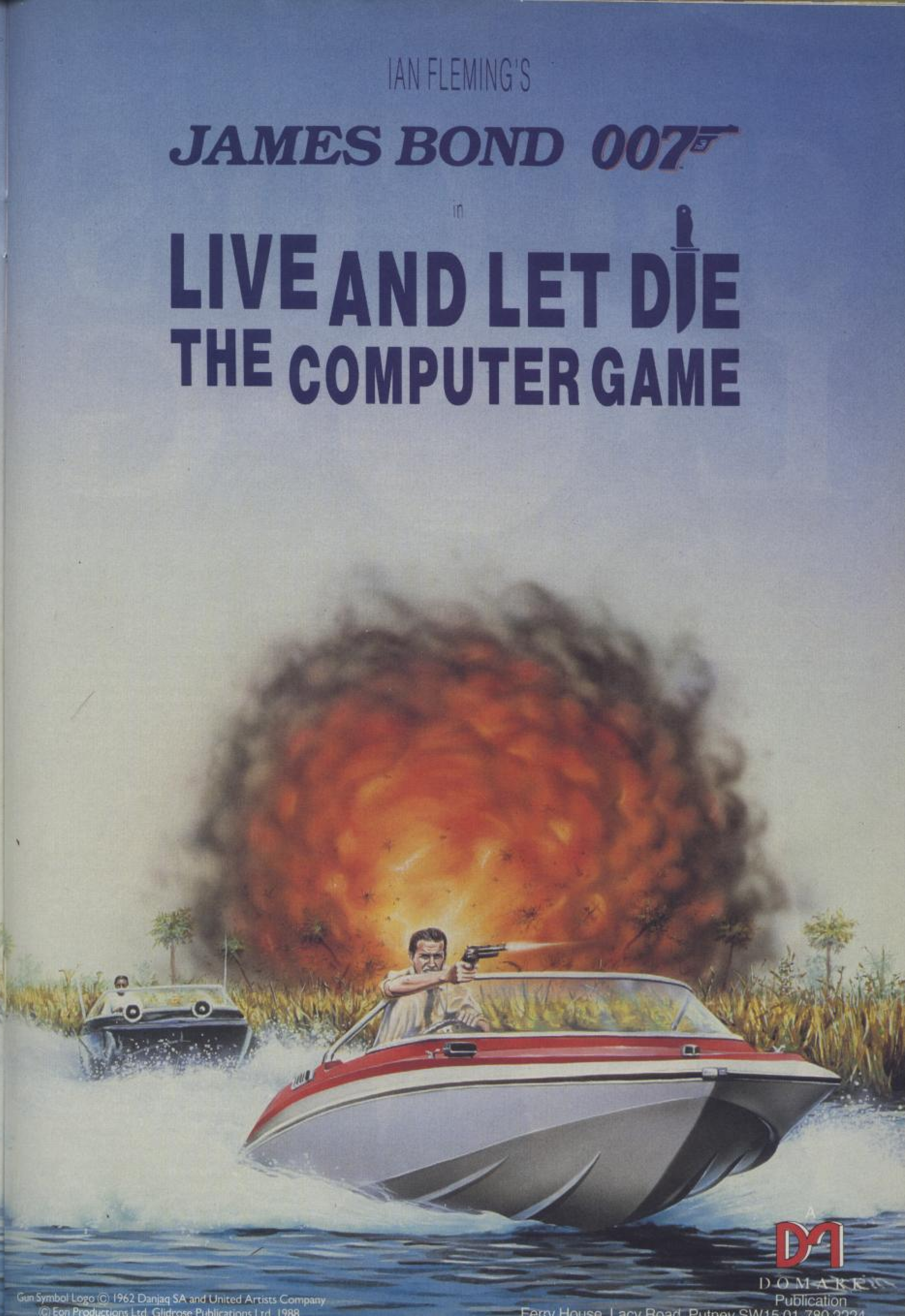
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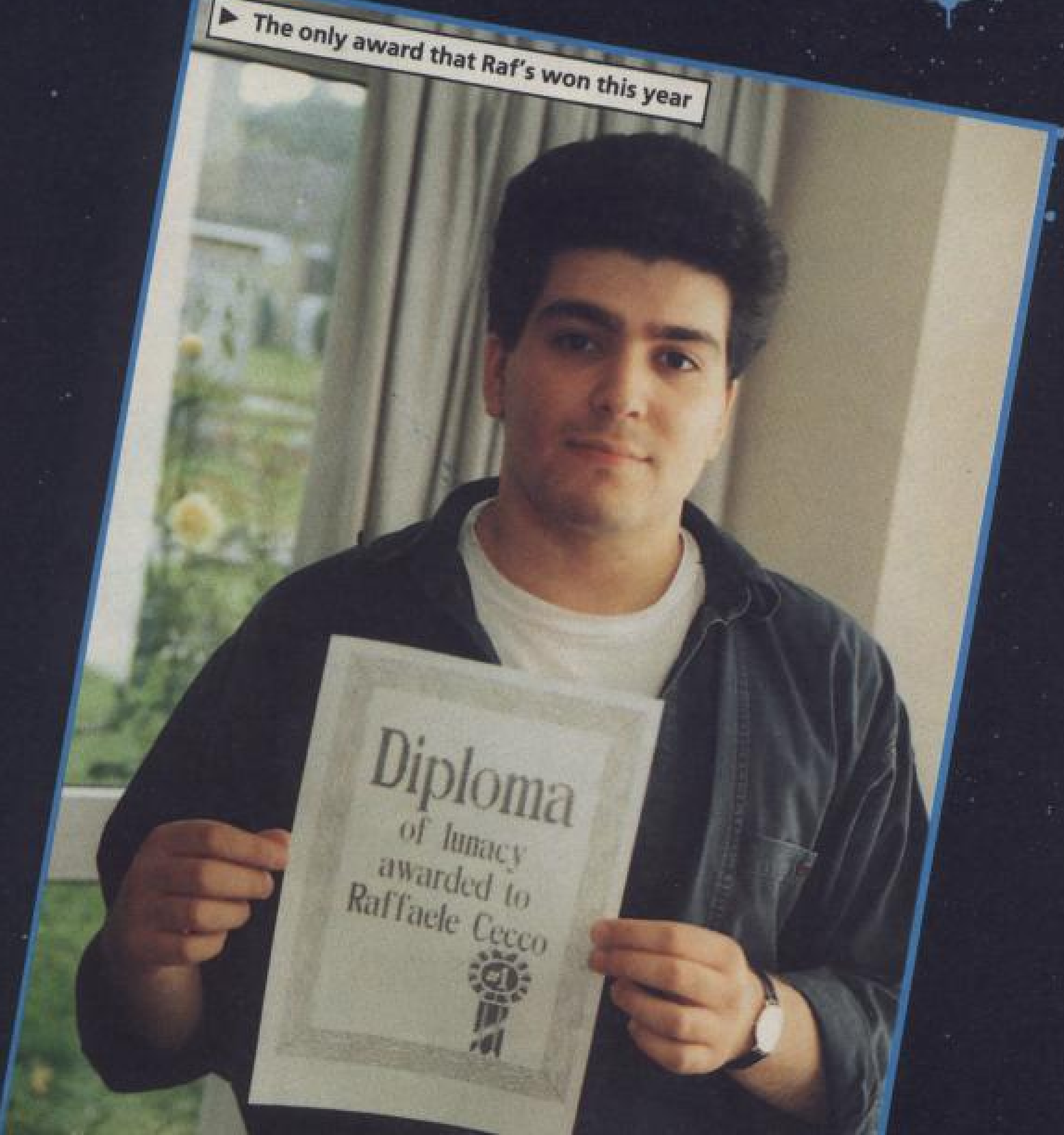

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CECCO'S LOG

Stardate: 2 September 1988

Well, it's PC Show month which means that everyone at Hewson (and in the whole industry for that matter) will be charging about getting things 'organized'. I, thankfully, have managed to wriggle out of having to turn up everyday at the show. *Cybernoid II* is done (thank God) and *Stormlord* is once again on the programming agenda.



The only award that Raf's won this year

Stardate: 4 September 1988

Browsing through the *Stormlord* code. I notice that I have in fact forgotten how most of the programming actually worked. No doubt I shall have to spend a few days getting into the swing of *Stormlord* once again, as it works in a totally different way to *Cybernoid II*.

Stardate: 8 September 1988

The *Cybernoid II* Atari ST loading screens arrive from Hugh Binns. Nick (Jones) offers to write a converter routine for the screens which he says will only take 'an hour'. Nick remains at my place until the early hours (silly boy).

Stardate: 13 September 1988

Nick Jones and I set off on our way to London for the Hewson do at Stringfellows and the PC Show. We decide to travel in Nick's Metro (a mistake) as my Fiesta is being serviced today (and boy does it need it!). The journey on the M25 goes without a hitch. But of course once in London, the Metro's exhaust proves to be totally exhausted and promptly fractures. The consequential noise proves to be most embarrassing.

Well, after a short trip on the tube to Leicester Square, Nick and I make our way to the fabled Stringfellows. The bouncer at the door looks remarkably

like a silver-backed gorilla I once saw in a zoo (I wisely decided not to quip about missing links (coward – Andrew Hewson)).

We make our way into the building and are greeted by a leggy blonde with a spiky hair-do. In fact, the whole place is teeming with leggy blondes wearing the skimpiest of outfits. This would explain why there were so many people walking about with eyes popping out and tongues tangled around their feet. Luckily, I prefer brunettes.

Black tiles, mirrors and polished chrome abound at Stringfellows – actually, the whole place reminded me of an extremely sophisticated public lavatory - you know, the type a famous rock star might have. (And by the way, the phone in the gents didn't work.)

Naturally the whole of Stringfellows is swarming with software distribution people, PR people and 'the press' with only a handful of programmers present. Andrew Hewson says that we should 'mingle and circulate'. Nick Jones and I pretend not to know that dance and promptly disappear into a maze of leggy blondes and polished chrome (see you at the bar).

Well, who should we find at the bar but Dominic from CRASH. We all have a good moan about how we were all forced to attend. (It's a tough life – Assistant Ed.) Nick foolishly offers to buy a round of drinks and consequently spends his month's wage in the blink of an eye.

After a video presentation of the new Hewson games, including *Cybernoid II*, *Eliminator* and *Netherworld* (is that plug okay, Andrew? – Ed), there's an award ceremony for programmers who have excelled themselves or done generally wonderful things. Needless to say, I didn't win anything.

Stardate: 14 September 1988

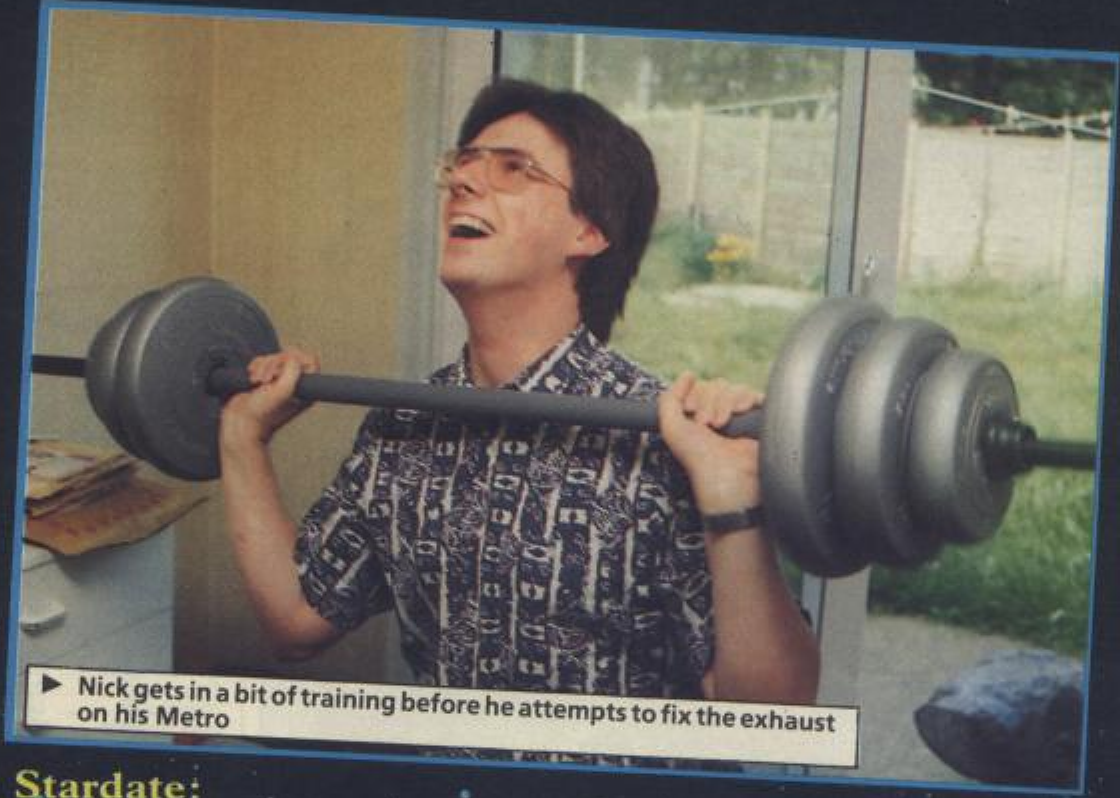
It's PC Show time! The most important single event in the computer industry. Unfortunately, Nick and I are unable to attend as the old Metro desperately needs seeing to. (A likely story – Ed.)

Stardate: 15 September 1988

At last we've finally made it to the Show. Nick and I burst in the entrance shouting; 'No Pictures! No Pictures!'.

And indeed, no-one took any pictures.

But my word! What a lot of computers there are. Nick and I head straight for the Hewson stand, where I stand gawping at the new *Astaroth* artwork for no less than half an hour – it really is absolutely amazing – a sort of erotic, naked, lizard-woman on a pedestal of strange symbols (nice one Sandra Cousins, for organising this weird and wonderful one).



► Nick gets in a bit of training before he attempts to fix the exhaust on his Metro

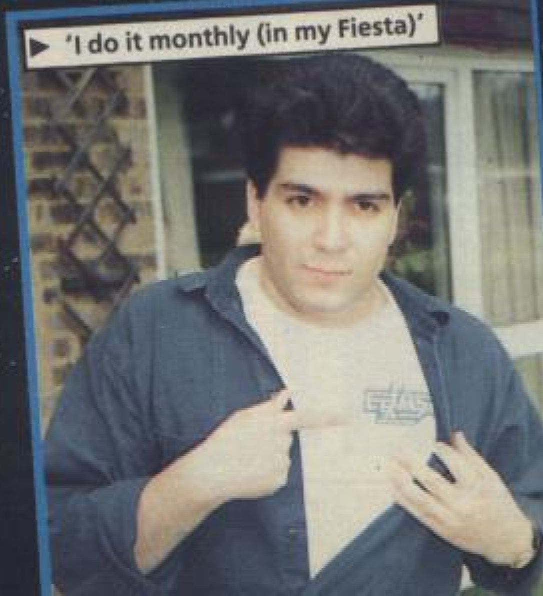
Stardate: 19 September 1988

Good friend Chris 'what's an iron' Hinsley has just bought himself a jolly expensive Dell System 310. He could run a dozen or so terminals off that bugger and it would still be faster than my poor old Olivetti (whinge). It's amazing that all this computing power will essentially be used for developing yet more video games for everybody to play!

Stardate: 21 September 1988

Nick Jones has come to grief as the hard disk on his Amstrad PC has gone down yet again. Being unable to program, Nick amuses himself and entertains me by playing Scott Jopling on his piano.





► 'I do it monthly (in my Fiesta)'

Stardate: 22 September 1988

Nick suggests how I could improve the way the main character jumps in *Stormlord*. It just so happens that Nick's suggestion involves very little work, so I agree that it might be worth altering (me being a generous sort, and all that).

Stardate: 23 September 1988

For some reason this month's log has to be ended right this instant (why does he always say that? – Ed) because of the backlog work the PC Show caused (among other things – Ed). See you next month with yet more seductive screen shots of *Stormlord* (with any luck!).



► No caption needed! The picture says it all

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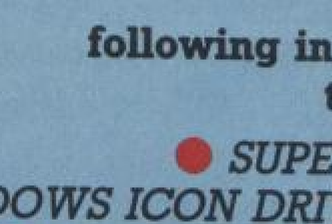
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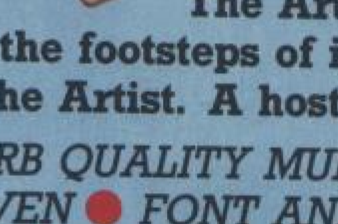
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ROBOCOP HITS THE SCREENS

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ROBOCOP is Paul Verhoeven's powerful movie about a young cop who is gunned down by a group of villains. What little's left of him is then painstakingly rebuilt with cybernetic parts to become the ultimate law enforcement agent, RoboCop. **Ocean** have secured the rights to the computer game (play the fabbo demo on the front-cover cassette on this month's CRASH – what? oh, you already have, sorry) and are offering the winner of this competition some stunning prizes.

I actually went to see the film when I was on holiday (which I won in a competition!) in America, but I found it to be much too noisy and violent for my liking. (Of course the CRASH hooligans saw it at a special screening and thought it was great. Apparently, for days after all they did was walk around the office doing RoboCop impressions.)

The first **five winners** out of the hat (well, the cleaner's bucket, actually) each get a **copy of the video, a *RoboCop* T-shirt, and a copy of the game**. **Five second-prize** winners will be able to sport a *RoboCop* T-shirt on their chests, and play the game for free!

So how do you win these *RoboCop* goodies? Simple, just peruse the six questions based on the movie and answer them as best you can. If you haven't seen the film – it's an 18-certificate* – ask a friend or have a look for the book maybe. Pop the answers onto the back of a postiecard, and please ensure that they reach us by November 10. Get them in the post to **OCEAN DON'T MESS ABOUT, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB***. (And remember kids, stay out of trouble. ED 209 is getting very impatient – CRASH Judges.)

1. ***Name the police officer who became RoboCop.***
2. ***Name the lumbering machine that blasted a junior marketing executive whilst on trial.***
3. ***What are RoboCop's three prime directives?***
4. ***Name the city in which the film is set.***
5. ***Name the psychotic leader of the gang who shot our hero.***
6. ***What is RoboCop's fourth classified directive?***

***PLEASE NOTE: THE WINNER OF THE ROBOCOP VIDEO MUST BE 18 YEARS OR OVER (Sorry folks, it's the law. And we know what happens to lawbreakers, don't we?)**



CRASH COMPETITION

2 CHALLENGES TO TEST THE BEST PLAYERS

FOOTBALL MANAGER 2



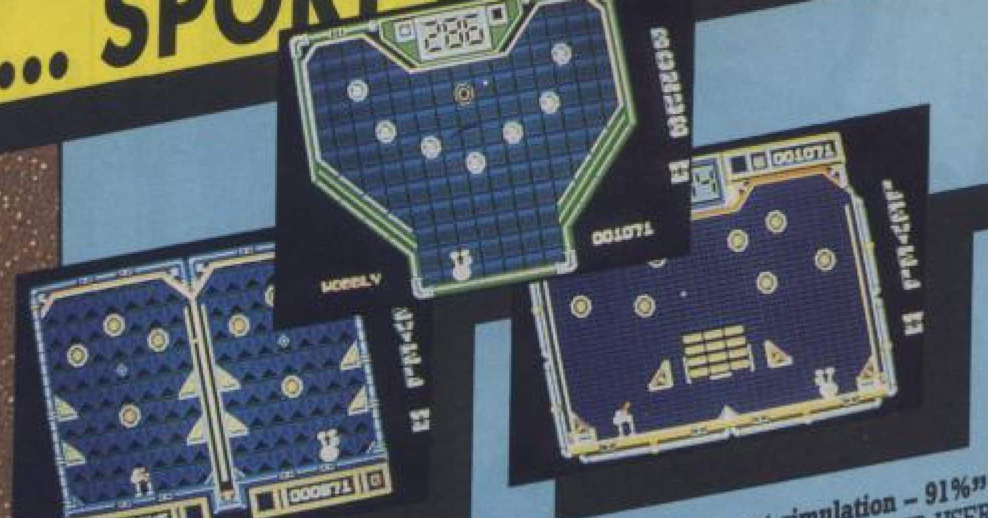
UK NUMBER ONE FOR 10 CONSECUTIVE WEEKS

SPORT OF TODAY..

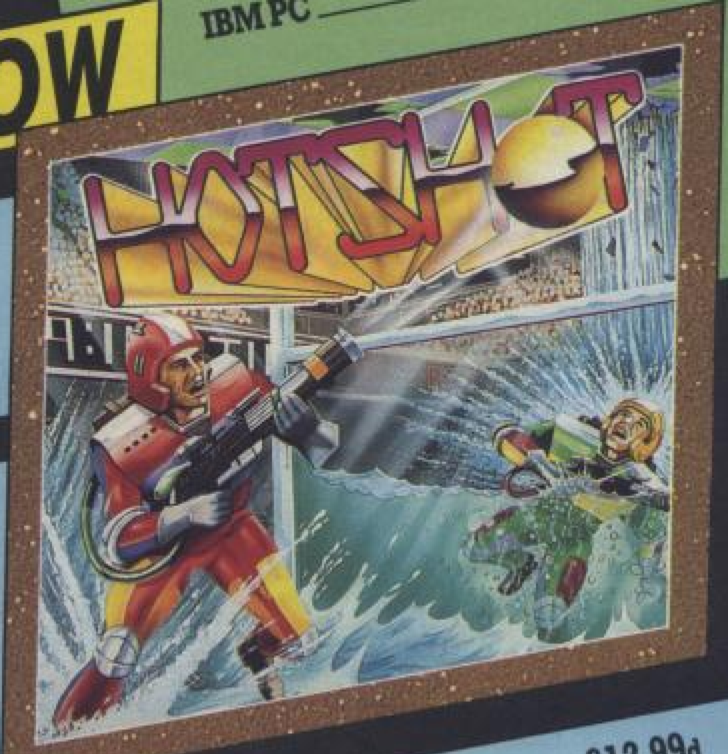
- ".... Addictive? You betcha ...." YOUR SINCLAIR
- ".... An improvement on a legendary game .... 94%" SINCLAIR USER
- ".... Definitely the best of the sports strategy genre ...." CRASH
- ".... An essential purchase for football fans .... 9/10" ST USER
- ".... Hit 9/10" C. & V.G.

CBM64/128	£9.99c	£14.99d
SPECTRUM	£9.99c	+3 £14.99d
AMSTRAD	£9.99c	£14.99d
AMIGA		£19.99d
ATARI ST		£19.99d
IBM PC		£19.99d

... SPORT OF TOMORROW



Screen shots from Atari ST version.



- "Brilliantly clever and endlessly entertaining future sport simulation – 91%" SINCLAIR USER
- ".... A thoroughly addictive game .... will keep you glued to your monitor for weeks ..." CRASH
- ".... Well designed ... provides considerable originality ... addictive and challenging" GAMES MACHINE
- "The longer I played the more difficult it was to stop! ... excellent gameplay" COMPUTING WITH AMSTRAD CPC

CBM64/128	£9.99c	£12.99d
SPECTRUM	£8.99c	+3 £12.99d
AMSTRAD	£9.99c	£12.99d
AMIGA		£19.99d
ATARI ST		£19.99d
IBM PC		£19.99d

GO FOR GOLD. IT'S TOTALLY

Addictive

Addictive Games is a division of: Prism Leisure plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ

EVEN IF YOUR SCORE ISN'T ANYWHERE NEAR THE NUMBER OF ELECTRONS IN THE UNIVERSE (OR THE NUMBER OF PIZZAS CONSUMED BY NICK ROBERTS), YOU CAN STILL BE A WINNER IN PHIL KING'S

SCORES

That's because absolutely everyone has a chance of having their name printed alongside those of the googol-plus (1 followed by a hundred 0s – LMLWD) guys and gals. Each month, along with the top score for each game, two other humbler efforts are also given pride of place. So even if you can't score more than your kid brother (why are they always so good?), you can annoy him by getting into **SCORES**.

If this isn't a big enough incentive to immediately write in, each entry stands an equal chance (regardless of score) of winning a fabulous £40 worth of software, plus an essential CRASH cap and T-shirt. Four felicitous runners-up also get caps and T-shirts, so get scoring – it could be your lucky day!

ACTION FORCE II	Virgin
Barry Mepham, Gravesend	6805638
Simon Foley, Harlow	1578750
Roland Allan, Bridgwater	1001100
ARKANOID – REVENGE OF DOH	Imagine
John Shearman, Stockport	2511760
Andrew Wilson, Romford	1811220
Chris Smith, Derby	1280810
ATF	Digital Integration
Roger Shaw, Bognor Regis	63050
Kathryn Waldock, Bishop Auckland	31520
Mark Lawton, Stoke-On-Trent	14500
BASKET MASTER	Imagine
Nick Pooley, North Walsham	125-8
Jonathon Mann, Chorley	112-18
Spencer Grindley, Plumstead	95-15
BIONIC COMMANDO	GO!
Paul Seamark, Longford	256590
Richard Sanders, Clifton	99660
Mark Fitch, Hertford	75630
COBRA	Ocean
Thomas Fahey, Putney	1325560
Warren Miller, Bishop's Stortford	100010
David Hazell, East Preston	92440
COMBAT SCHOOL	Ocean
Anthony Thompson, Fleetwood	891800
Spencer Grindley, Plumstead	513900
Edward McConville, Antrim	498200
CYBERNOID	Hewson
James Baldock, Waterbeach	999813
Neil Howie, Derby	101652
Jaco Cebulla, Dunfermline	77283
DARK SIDE	Incentive
Claràn Walsh, Dublin, EIRE	5447250
Andrew Powell, Abertillery	2045430
Terry Holdcroft, Durham	1187650
DRILLER	Incentive
John Shearman, Stockport	3500000
Daniel Brice, Kingswood	2975900
James Armstrong, Tonbridge	2513520
ENDURO RACER	Activision
Ian Garner, Stockport	7314827
Kathryn Waldock, Bishop Auckland	6714382
Patrick Walkington, Eccles	1269895
FIREFLY	Ocean/Special FX
Steven Bowman, Reading	1150560
Anders Dunkler, Svalov SWEDEN	612360
Mark Lawton, Stoke-On-Trent	415290
FLYING SHARK	Firebird
M Needs, Telford	1309300
Matthew Hollinshead, Stoke-On-Trent	1003100
John Waterhouse, Chester	159725
GRYZOR	Imagine
Damian Collier, Rothwell	731830
Simon Whiting, Poole	532200
Trevor Holloway, Lymington	265050
IK+	System 3
Dean Leahy, London	936520
Trevor Holloway, Lymington	374100
Simon Cox, Tunbridge Wells	245060
KARNOV	Electric Dreams
Jamie Small, Nottingham	437220
Leighton Jones, Saltburn	402170
Barry Mepham, Gravesend	270955
MARAUDER	Hewson
Simon J Ladds, Grantham	431950
David Port, Liversedge	176340
Garry Richardson, Cadishead	130100
PLATOON	Ocean
Andrew Simmons, Winkleigh	571700
Steven Cann, Yorkley	436384
André Vivian, Oxford	58720
RAMPAGE	Activision
Thomas Fahey, Putney	924560
Colin Taylor, Worthing	572710
Gregory McCarthy, New Malden	20240
ROADBLASTERS	US Gold
Christopher Pearcey, Huddersfield	893270
Chris Smith, Derby	886970
Trevor Grigg, Welwyn	648910
TARGET; RENEGADE	Imagine
Robert Collier, Leominster	2338000
James Armstrong, Tonbridge	350200
Matthew Hamer, Bridgend	218200
THE EMPIRE STRIKES BACK	Domark
Richard Johns, Milton Keynes	7372195
Simon Foley, Harlow	3535737
Michael Turner, Stoke Gabriel	1149939
ZYNAPS	Hewson
Ross Davidson, Peebles	903600
David Miller, Belfast	892900
Matthew Hamer, Bridgend	235900

WINNERS

Come on down, **Andrew Powell** of Abertillery! You're the lucky winner of this month's magnificent £40 worth of software, including the undulating *Overlander* and the sumptuous (eh? – Ed) *Psycho Pigs UXB*. He also receives a CRASH cap and an oh-so-trendy Red Moon T-shirt. Caps and T-shirts also go to these four lucky runners-up: **James Baldock** from Waterbeach in Cambridgeshire; **Richard Sanders** of Clifton (near Bristol, as all geography buffs know); **Mark Fitch** from Hertford and **James Armstrong** of Tonbridge in Kent.

Don't forget – any score sent in to **SCORES** can win you a prize, even if it's not printed – but avoid unwanted public exposure: don't cheat!

SEND ME YOUR SCORES

NAME .... **AGE**......

ADDRESS ....

....

.... **POSTCODE** ....

MY SCORES ARE:

GAME **SCORE**

1 ....

2 ....

3 ....

Send this form (or a copy) with your scores for up to three games to **PHIL KING'S SCORES, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB***. ONLY GENUINE SCORES WILL BE ACCEPTED; any improbably huge scores will be immediately binned and the sender will be forced to clean Lloyd's Hermes typewriter – a fate worse than peeking under his paper bag!

IF I WIN TOP PRIZE I WOULD LIKE THIS £40 WORTH OF SOFTWARE: ....

....

AND IF I WIN ANY PRIZE I WOULD LIKE THIS CRASH T-SHIRT, CHOSEN FROM THOSE ADVERTISED IN THE CRASH HYPERMARKET: ....

The CRASH Judges are feeling pretty mean and active this month, so if you fancy a little confrontation, you'd better be prepared. YOU HAVE BEEN WARNED.

CHART VOTING FORMS

EACH MONTH WE PICK OUT FIVE WINNERS FOR EACH CHART. THE ONLY WAY TO WIN IS TO ENTER. THE IS YOUR CHANCE TO INFLUENCE THE CRASH CHARTS AND STAND A CHANCE OF WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES.
VOTE NOW!

Cut out your voting forms and send them off to **CRASH VIDEO CHART, CRASH ADVENTURE CHART, CRASH HOTLINE CHART** and **CRASH STRATEGY CHART** ***PO Box 10, Ludlow, Shropshire SY8 1DB***

VIDEO CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
....
.... Postcode..........
T-shirt size ☐

HOTLINE CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
....
.... Postcode..........
T-shirt size ☐

ADVENTURE CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
....
.... Postcode..........
T-shirt size ☐

STRATEGY CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
....
.... Postcode..........
T-shirt size ☐

WINNERS AND PRIZES

If you don't fancy poking

CRUISIN' ON DOWN THE STREET

Issue 56

Wow, what generous people **Powerplay, Sony**, and **Panasonic** are. For this competition they put their heads together and offered some pretty impressive prizes. We asked you to place six joystick qualities in their proper order, and then posed a simple question, easy eh? Well, most of you seemed to think so, because the entries flooded in, and the first name out of the hat won its owner a Portable Sony Discman. The winner of this marvel of technology is, **Olivia J Brown** from W Yorkshire, WF13 4CQ. The second prize, of a fabulous Sony Solar Walkman, goes to **Martin Graham** of Glasgow G66 5HS.

And so a third prize winner doesn't feel left out, they will receive a Panasonic FM Radio Headband. The lucky winner is **David Griffiths**, Hertfordshire AL5 1SN. Powerplay have also offered twelve *Cruiser* joysticks as a fourth prize, the winners are. . . .

Paul Durkin, Devon EX8 4PX; Bryan Else, Derby DE2 0NH; James Flood, Birmingham B23 6XA; Paul Harmer, Norfolk PE32 2PS; Graham Gillam, Herts SG12 0QQ; M P Sims, Kent CT1 1YF; Dene Outterside, Tyne & Wear NE8 3AH; P Render, West Yorkshire WF13 3RZ; Mark Shapey, Norfolk N20 3HU; Michael Major, Hants SP0 2DY; Chris Brown, Nottingham NG9 5ES; Jonathan Lari, South Glamorgan CF6 2DG.

OVERWHELM ELITE

Issue 56

Overlander (Issue 56, 85%) is the latest rip-roaring racing game to come out of the Elite stable. All we asked you to do was to get out your pens and pencils and design a hip 'n' trendy road racer that the likes of Mad Max would be proud of. The first prize is a radio-controlled car plus four tickets to the Motor Show in Birmingham. There were also prizes of the game, a poster and a matching T-shirt. The winner gets all these, he or she happens to be **C Hagan**, Cheshire CH2 1AJ.

Two runners-up will receive two tickets each to the Motor Show plus a copy of *Overlander*, a poster and a T-shirt. They are **Robin Potter** from Middlesex UB10 8PY and **Mick Whitwane** in London somewhere.

And finally twenty runners-up each get the game, a poster and a T-shirt. Here we go, they are . . .

Wing H Lam, Leeds; Paul Towler, Co Durham; Michael J Brown, W Yorkshire; Jason McBurnie, West Yorkshire; Angus Singers, Dumfriesshire; Tim Andrews, Suffolk; Rod Edwards, West Midlands; Paul Mason, Norfolk; Georgina Kersey, Sheffield; Michael Ives, Suffolk; Michael Woods, W Yorkshire; William Dunk, W Yorkshire; Daniel Heathcote, Notts; Anthony J Hedges, Cardiff; J Blundell-Thompson, Derby; Nicola Watson, Middlesex; C Lloyd, Glous; Gavin Cavendish, Leicester; Andrew Szymanski, London; Marcello Bortolino, London.

PHILIPING MARVELOUS MICRONET

Issue 56

Our Nick would have loved to win this crucial comp (being a crucial type of lad), we caught him trying to sneak out of the office with the first prize of this **Micronet**-sponsored competition so often, that we had to hire armed guards to protect it (his excuse was that he was just testing it). We asked you to find the ten Micronet and **Philips** related words in the wordsquare provided. First prize of a Philips portable compact disc player (a brand new one on the market no less) goes to **Daniel Brice** from Bristol BS15 2EN. Well done Daniel, and many happy hours listening (only problem now is that you will have to go out and buy some compact discs to go in the damn thing).

Five runners-up win a Prism VTX 5000 Modem, they are. . . .

J R Moody, Oxon; Paul Cartwright, Cornwall; Sharon Mason, Wilts; Peter Foster, London; Neil Harper, Falkirk.

WE'RE ALL GOING ON A SUMMER HOLIDAY

Issue 56

Sand, sand, and more sand; that's what you're likely to find on an Egyptian holiday. But **Grandslam** are offered the winner of this competition two tickets to the land of the pyramids, to celebrate the release of *Power Pyramids*. How could you win this prize of a lifetime. Well we asked you to answer five easy-peasy questions, and send your answer to us by the nearest camel train. Who is the lucky soul with two tickets to the son, well it's **Dominic Handy** from CRASH Magazine in Ludlow, Shropshire. Hey! Hang on a moment! This is a fix! You can't have the Editor winning a competition . . .

ED: What d'you mean? Just this once. I'll give you an extra competition page in the Christmas Issue.

CM: You must be joking! I'm not just any Comps Minion. I won't allow it.

ED: Oh, go on. I need a nice rest in the sun.

CM: No chance matey! I'm redrawing the winner.

Huh! Who does he think he is. In fact the person who'll be off to the sun happens to be . . . **A Lane** (or a road, I can't quite make it out) from Walton-on-Naze in Essex.

25 runners-up will receive a copy of Grandslam's *Power Pyramids*. The tricky 25 are . . .

James 'Mark Caswell' Brown, Dewsbury, West Yorkshire; C J Dale, Gravesend, Kent; Dave Chapple, Saltash, Cornwall; Karl Smith, Kirkwall, Orkney; Christian Huxley, Grimsby, S Humberside; Christopher Povey, Northfleet, Kent; Malcolm Diack, Maidenhead, Berkshire; Jeff Gambold, Woking, Surrey; R Farrow, Enfield, Middx; Jason King, Cowes, Isle Of Wright; Mal Sims, Canterbury, Kent; Anthony Goddard, Oxford; David Miller, Magherafelt, Co Derry; A Thorpe, Seaham, Co Durham; H Mortensen, Seaham, Co Durham; Neil Brunton, Washington, Tyne & Wear; Ian Aylott, Eastleigh, Hants; Gordon Jenkins, Giffnock, Glasgow; Robert Barton, Brigg, S Humberside; Paul Pearson, Shrewsbury; Philip Bartram, Norfolk; Jacqueline Sutherland, Kirkwall, Orkney. R C Pugsley, Penn, Wolverhampton. Shona Brunton, Washington, Tyne & Wear.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky Solutions Department, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB***. Please don't ring the department as they have enough trouble reading through all your entries as it is.

Soldier of Fortune



Photograph by courtesy of Aquascutum.



Commodore 64 screen shots

Spectrum cassette.......... £7.95
Spectrum +3 £12.95
Commodore 64 cassette.......... £9.95
Commodore 64 disc.................. £12.95

For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to: The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

FIREBIRD

A LEGEND IN GAMES SOFTWARE

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk

GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

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AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk
AMIGA **£19.99** disk IBM PC **£19.99** disk

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!





Screen shots from various formats.

F SPORTING POWER

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£14.99 disk

AMSTRAD
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£14.99 disk

SPECTRUM
£7.99 cassette
£12.99 disk

GARY LINEKER'S SUPERSKILLS

Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

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AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk

ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

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ATARI ST £19.99 disk
IBM PC £19.99 disk
AMIGA £19.99 disk



10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.


ULTIMATE
PLAY THE GAME
PRESENT
JETMAN
OUR HERO HAS FINISHED SMACKING THE SAMURAI ALIEN'S LEGS AND HAS SPOTTED THE FABULOUS EYE OF OKTUP
HAIEEE
OWYA-OWYA-OW
OW
WOW! IT'S THE FAB'LOUS EYE OF OKTUP, AN' IT'S JUST SHOWN A VISION OF THE FUTURE, AN' I MISSED IT! WHADDIT SAY? WHADDIT SAY...?
STING
SMART
FAN
FAN
POOF
GASP
HOP
HOP
IT WAS HORRID! YOU'RE HORRID! YOU'RE ALSO VERY DOOMED, SO KEEP AWAY FROM ME!
WHY... HE'S SEEN SOMETHING THAT'S SCARED HIM AN' HE'S BOLTED INTO THAT D.I.Y. SPACESHIP...
LEAP
THUD
HUP
WHIZZZZ
A SPACESHIP! WOW! A D.I.Y. SPACESHIP! I'LL BE ABLE TO GET OFF THIS ROTTEN PLANET... WOW!
WOH!
HAIEE-YAAAH! HO!
NOBODY SMACKS A SAMURAI'S LEGS AN' LIVES
HUP!
PANG
ANG..
VIZZZZ
...THEN I CAN TAKE THIS LOVELY GEM BACK TO EARTH AN' MAKE MY FORTUNE WITH IT!
WHOSSAT JUST WENT 'PANG'?
AAHOWEEEE
SPONG
SPONG..?
AAHOWEEE..?
YETH!
BLEAT
STING
SMART
IT WATH ME... AN' I'VE HAD ENOUGH OF LOONIETH.. (SNIFF).. AN' NOW I'M GONNA DO WHAT A THAMURAI ONLY DOETH IN EXTHTREME EMERGENTHY...
I'M... (SNIVEL)
I'M... I'M... I'M GONNA... (HUMM)
SHNIV...
I'M GONNA TELL MY MAM!!
CLICK
ARGH! GETTAWAY! GETAWAY! YOU'RE DOOMED I TELL YOU...
LOOK OUT! STAN' BACK!
SHURRUP AN' MOVE OVER
GERRAWAY!
WHERE'S THE STARTER!
GERRAWAY!
HE DID TOO! HE SMACKED MY LEGS AND EVERYTHING...
DON'T PUT THAT ON THE...
OFF TAKE!
BUMF
ACK!
WHAT THE...? I JUST PUT THE MAGIC EYE ON THE GRIMFUDDLE, AN' IT FLUNGED!! WE'VE BEEN FLUNGED INTO OUTER SPACE!
GERRAWAY, YA LOONY, GERRAWAY!
AND SO, AS THE FUEL RUNS OUT, OUR HERO AN' FLASH GORDON ARE MAROONED IN SPACE....
AW, HECK! THE FUEL'S RUN OUT!
PHOOT
G'WAN
WE'RE MAROONED IN SPACE
...UNTIL...
DIDJA HEAR THAT? SOMETHING JUST WENT 'CLANG'!
SHURRUP
CLANG
I THINK MEBBE WE'RE SAVED!
...UNLESS IT'S MRS. SAMURAI COME TO STICK UP FOR THEIR LITTLE LAD,... EH?


OR SOMETHING!
GO LOOK OUT THE WINDOW!
SHAN'T!
WHY NOT?
SHURRUP!
WELL WHATEVER IT IS, IT'S TAKING US SOMEPLACE!
WE'RE DOOMED!
STAY 'WAY FROM ME YA LOONY!
IT FEELS LIKE WE'RE LANDING SOMEPLACE
WE'RE DOOMED I TELL YOU!
HEY! MY FOOT'S ALL WET...
I HOPE YOU'RE NOT DOING WHAT I THINK YOU'RE DOING...
I CAN'T STAND OTHER PEOPLE'S SWEAT...!
...HEY! ISSAT YOU GOING "TROM-TROM-TROM"?
NO! BUT I'VE HEARD IT BEFORE ...IT'S...IT'S...
TROM TROM TROM
OO'S A PRETTY BOY, THEN?
DEATH TO FLASH GORDON!
..THE PARROTMEN!!
I TOLD YOU WE WERE DOOMED...
BLERK
CHIRP
SQUARK
SCREECH
TUK-TUK
HEY! THEY KNOW YOU! DO YOU OWE THEM MONEY OR SOMETHING??
NO, THEY JUS' HATE ME! THEY ALL HATE ME, THE PARROTMEN... THE CLAYMEN... THE MOONMEN.. MINGS MEN.... THE POST-MEN...
THE POSTMEN?! DON'T TALK TO ME ABOUT POSTMEN...!
ANYWAY...I'M NOT GOIN' OUT THERE! I'D SOONER STAY IN HERE AN' ASFIX...ASPHICKS... ... CHOKE TO DEATH!!
?
HO! PARROTMEN! SEE HOW I, JETMAN, GIVE YOU THAT WHICH YOU SEEK... JUS' BEFORE IT CHOKED TO DEATH..!
POLLY WANNA CRACKER
YAY-YAY-YAYY
NOW THAT YOU PEOPLE HAVE GOT WHAT YOU WANTED I KNOW THAT YOU WILL ACT LIKE GOOD GUYS AND LET ME GO..HUH?
TRAITOR - SWINE
BIG-EARS
CHIRP
KLIK
HOKAY!
AW SHOOT..
ACK!
REMEMBER ME, BRO'..?
BUWAAH!! IT'S MY OL' PAL, PARROTMAN! (SOB) YOU'RE GOIN' SAVE ME, AREN'T YOU AMIGO?
DOUBT IT...! WO' NEX?

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Turn your Spectrum into a Spectrum + for just £24.95
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- Professional full size keyboard – includes 17 extra keys
- Responsive typewriter-style action
- Accepts all current Spectrum software and peripherals

Here's some exciting news for Spectrum owners....
the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £31.90 + £1.75 p+p we'll upgrade it for you.

The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system-interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.
The bigger, better Spectrum keyboard
The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended models. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL
1. If you require us to do the upgrade for you please send £31.90 + £1.75 p+p. Total **£33.65**.
2. Should you require the do-it-youself kit just send **£24.95** + £1.75 p+p. Total **£26.70**.
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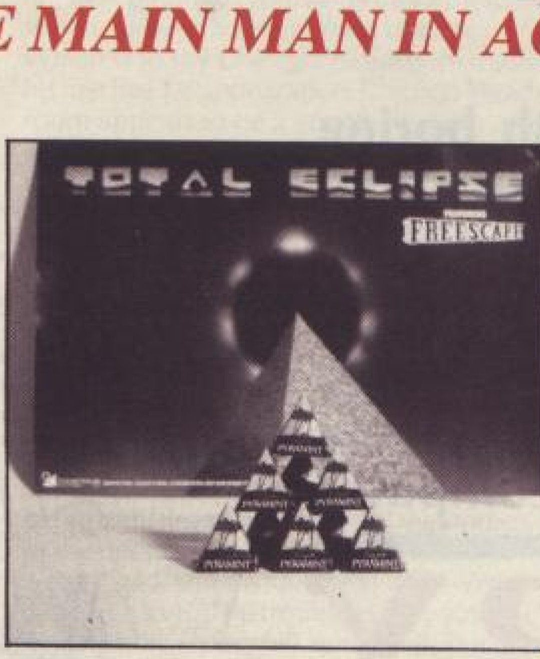
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TOTAL ECLIPSE is here!

Over the past couple of years **Incentive** have unleashed two totally brilliant games upon the British public: namely *Driller* and *Dark Side*. These used a novel graphics system called Freescape to portray a fantastic SF adventure. Of course lots of people, well I did anyway, thought the next Incentive game would be SF as well, to make a trilogy. But I was wrong (now there's a surprise – Ed) because Incentive have gone back to the 1930s for a game set in Egypt. *Total Eclipse* it's called and unless you're a real big fan of the competitions you've probably already played the megabrill demo game on the cover. It's great, isn't it? And Incentive are so excited about the game's imminent release that I had their big white chief, Ian 'Mr Nice Guy' Andrew, on the telephone the other day, asking me to run a competition. So here it is . . .



Reckon that you're a bit of a games playing wizard? Well, load the demo tape into your computer again and get playing. What we'd like you to do is send us your highest score for the CRASH *Total Eclipse* demonstration game, along with details of how you achieved this score. (We have ways of telling the true ace gamesplayers from the cheats. And anyone caught cheating will be forced to share the broom cupboard with my cousin, who's a worse moaner than even me.) (Nah, can't be true – Ed.)

The top scoring player picked **first** out of the upside-down pyramid gets **videos** of that swashbuckling adventurer Indiana Jones in ***Raiders of the Lost Ark*** and the prequel, his second film, ***Indiana Jones and the Temple of Doom***. And so you don't get hungry halfway through the movie you will also receive a crate of yummy scrummy **Cadbury's Pyramints**, to tie in with the fact that the game is set in the dusty Egyptian desert (we'd never have guessed – Ed).

Don't worry if you don't win the first prize, because the next **nine** people from the CRASH oasis will each receive a **crate (!) of Pyramints**. So send in those high scores before the November 10, and you could win one of these wonderful prizes. The all-important address to be written on your letter-carrying camel is **ANOTHER GREAT INCENTIVE, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**

And no cheating, or Incentive will send their 'Mummy' to sort you out (get the message?).



MONITOR

Are you hacked off with boring magazine articles by halfwitted hacks about hacking hackers? Stories of viruses, ghosts in the machine, computer corruption? Well I am. So let's all get a crinkly mouth together as I bring you my favourite true tales of computer clowns and the

HAPPY HACKERS



This month MEL CROUCHER's Monitor falls on that small part of society that hack into large mainframes, just for the sheer hell of it. Happy hackers or irresponsible idiots? Who cares? It's all a bit of fun, innit?

Despite the hysterical media treatment of hackers leaving smutty messages on the Duke of Edinburgh's bulletin board, despite the hundreds of thousands of quid spent prosecuting test cases like those against **Steve Gold** and **Bob Schifreen**, happy hackers do little or no material damage to anyone. Unlike the slimeballs who plant logic bombs and spread highly damaging viruses, or the software pirates who rip off everyone in sight, the happy hacker goes about his task for the sake of it, and no other, hidden motivation. In fact the motivation for these happy hackers is a bit like the reasons given by mountaineers and pot-holers. Computer security provides a sort of natural challenge against the individual that demands to be faced and overcome, for no other reason than the fact that it is there.

In the vast majority of happy hacking the culprit recognises an electronic challenge, accepts that challenge, and is content simply to break into that supposedly secure system – leaving only an amusing sign to prove his mission impossible accomplished. But sometimes the happy hacker does something a lot more spectacular.

CAPTAIN MIDNIGHT

John R MacDougall is something of a hero to many satellite movie watchers in America. They know him better as Captain Midnight, the first extra-terrestrial hacker in the world! MacDougall was a 25-year-old movie buff who worked part-time as an uplink operator at the Central Florida Teleport, the place where televised pap is beamed up to communication satellites. He also enjoyed watching the free entertainment supplied by the Galaxy 1 satellite's Home Box Office channel. Well, that is he enjoyed it until Home Box Office decided to encode its signals and charge viewers $12.95 a month for a decoder.

Way back in the 1940s there was an American comic strip hero who went around righting wrongs without much regard to the letter of the law. He was called Captain Midnight, and as it happens John MacDougall rather liked the way this guy operated. At 12:32am on 27 April 1986, hacking history was made when the following message overrode Galaxy's scheduled transmission due to the sheer power of its transmission signal, 'Goodevening Home Box Office from Captain Midnight! $12.95 a Month? No Way! Showtime/Movie Channel Beware!'. Both federal and military authorities were severely shaken. If some bimbo could hijack a civilian satellite, what were the implications for national security, missile defences and porno-pix? (Cor, how can I get one of these satellite things? – Nick Roberts.) A massive hunt for Captain Midnight was launched. The search was on for someone with a minimum of a seven-metre satellite dish, a satellite uplink and an inability to spell 'Good evening'. Things started to get very heavy when the Federal Communications Commission began to haul in suspects, left right and centre. Eventually MacDougall surrendered.

The authorities decided to make an example out of this outerspace hacker, and threw the book at the culprit, but as so often happens the whole thing has backfired. After the courts imposed a one year suspended jail sentence, and a five thousand dollar fine, Captain Midnight's fans responded with messages of electronic support and cash. Our would-be

superhero has since appeared in new comic strips all over the world, and the 1940s trash radio series from which he adopted his name has been dug out of the archives and is back on the air!



CELESTIAL GATHERINGS

Most subscribers to the Radio Shack Bulletin Board System RBBS-PC in the Long Island, New York area were somewhat puzzled to find the following message balefully lurking on their screens in the early hours of 4 April 1985: 'The secret is out, husband knows everything, quit town immediately, he's armed and heading your way'. A significant percentage of subscribers, however, experienced a feeling considerably stronger than mere puzzlement. Convinced that only their most intimate pals had access to certain private areas of the network, they hurriedly packed their bags and headed for the hills. But what they should have done is waited until morning, when their screens displayed the follow-up message, 'Arf! Arf! Got you, you dirty dog. The Recording Angel'. (Har Har, very funny – Ed.)

MAX HEADROOM

At 9:14pm on Sunday 22 November 1987, during Chicago's Channel 9 sports bulletin, the computer controlling the broadcast waves suffered a severe bout of piracy. Which is to say Chicago Headroom made his first live TV appearance. Chicago Headroom appears to be a young guy with a spotty bum, sporting a Max Headroom mask, with electronic zigzag patterns behind him. How do we know he's got a spotty bum? I'll tell you later. Most of the city's television stations have their transmitters tacked on the sides of the Sears Tower and the John Hancock building, the tallest structures in the State. Studio and outside broadcast signals are beamed to these transmitters using line-of-sight microwaves, and the cops know exactly where Chicago Max operates from, having plotted straight lines on a map from the studios to the intersection points of the microwaves . . . somewhere near 2501 West Bradley Place. The trouble is they ain't dealing with a naughty schoolkid, but a very sophisticated and wealthy joker.

Apparently Chicago Max has got the power to override the genuine TV shows with some expert knowledge and a microwave transmitter costing upwards of $25000, probably operating from a Minicam studio truck! He often breaks into radio programmes and so far he has appeared on any TV channel he chooses. Last time out, he decided to treat his startled audience to a programme showing the usual electronic backdrop plus his bare arse being spanked with a fly swatter. The broadcast quality was so good that one viewer offered to help cure the 17 zits (how can you be so sure about the number, Mel? – Ed) which made a special guest appearance. The FBI, on the other hand, have offered a $10000 fine and a year in jail!

LA LAW

When the LA Police eventually arrested the notorious criminals who had sprinkled filth, smut, obscenity and mayhem throughout the city's electronic mailing system, they had something of a surprise. The Computer Access Gang consisted of a young lady, two small children and mild-mannered **Lewis de Payne**. Their motivation, they confessed, was 'a sense of pride to be able to show each other we could crack any security code of a computer'. What had puzzled computer experts was how the hell the gang had worked out what passwords to use. As the dirty words continued invading their files these experts spent thousands of dollars trying to plug gaps and change security systems. Perhaps one of them goes golfing with the judge because they certainly got their vengeance – Lewis de Payne got sent down for six months porridge. This strikes me as a wee bit unfair, especially when his amazingly sophisticated method of code-cracking came out at the trial. All he did, it seems, was to phone up a member of staff at the victim's office, tell them that he was the program maintenance man, and ask them! Nobody ever challenged him.

PRANKETY PRANK

Certain members of the staff at Dixons were pleasantly relieved from the usual tedium of those dreadful video promos, which repeat adverts ad nauseam to shoppers and workers alike, thanks to the efforts of Mr **Dean Talboys**. Up before the beak, Dean described his creative hacking as 'a little prank', but Acton Crown Court didn't see the joke and ordered him to pay a thousand quid for criminal damage compensation. His tampering with the Dixons shops group computer system got somewhat out of control, and mutated to such an extent that it fouled up the entire system, finally displaying the ironically appropriate message: 'Goodbye Folks!'.

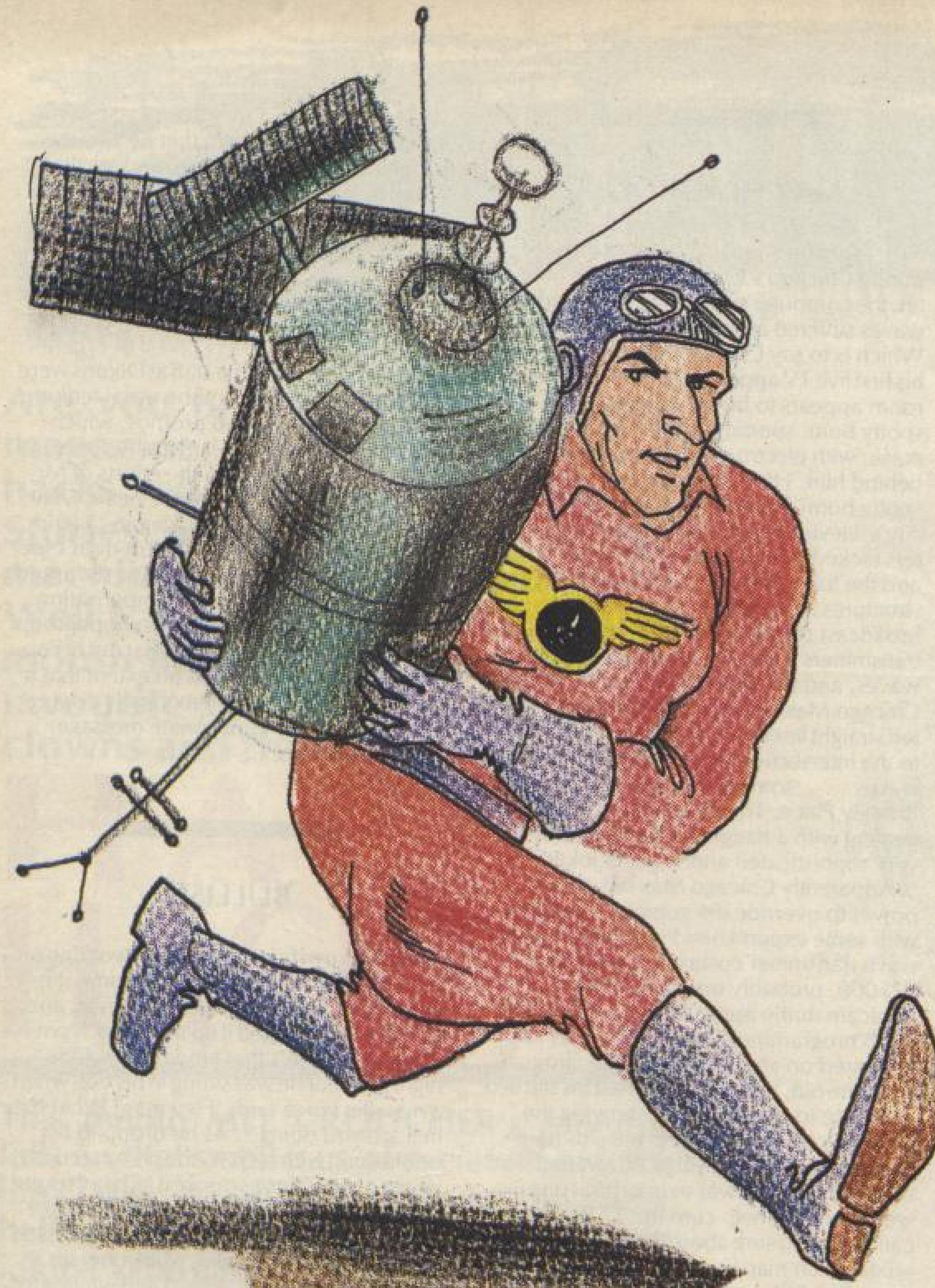
BULLISH

Mark Berkowitz is a technician working on the United States Space Programme. He's got a PC at home for electronic mail, and he's gone and rigged it up to a speech synthesiser, cos he's that kind of guy. One night last year he was sitting in his den when a metallic voice said, 'Hey man! What the hell are you doing?'. As he dropped his book along with his jaw, the computerised image of a bull moose poked its head round the side of his screen, walked across to the other side, evacuated its bowels and disappeared. Over a year later, Mark now sits in front of his screen, obsessed and waiting for the moose's second coming (not to mention going). He's still waiting. (Cancel my trip on the Space Shuttle – Ed.)



CAPTAIN CHAOS

Easily the most spectacular computer hack of all time was perpetrated by Germans, the incredible **Chaos Computer Club** of Ham- ▶



burg. Their logic tends to amuse or terrify, depending on whether or not you find the prospect of computers controlling World War III reassuring or farcical. Chaos reckoned that the computers were much too dangerous a tool to be left under the control of politicians and the military, so they hacked into the National Aeronautics and Space Administration network. (Yes, that's NASA!) They then installed 'Trojan Horses' in 135 computers in the network, located in remote regions of the planet as well as in the USA, Britain, France, Switzerland and Japan. The Chaos Computer Club thought that they would allow themselves a back door into the NASA fortress just to keep an eye on the 'East-West conflict, economic crime, industrial espionage and the legitimate security interest of high-tech institutions'. Personally, I find this not only very funny, but also reassuring, because it proves yet again that there is no such thing as computer security. All the time there is a chance for terrorists and loonies to get into the system there's a chance computers will go as haywire as the Mark Berkowitz example.

Fortunately the military so far refuse to surrender their human chain of command to machines, and with humans involved there is always a chance to question or refuse an order – with machines, there ain't. But let me end this piece with a recent document intended to catch happy hackers.



ST LOUIS BLUES

Gerald W Grindler is corporate computer security manager at Southwestern Bell Telephone, in St Louis. He's the guy who's advising parents on how to tell if their criminal offspring are hacking away, and this is some of his advice. Grindler suggests that parents should learn some computer jargon and eavesdrop on the kiddiewinkies to see if they use words like 'bulletin board' and 'access code'. (Cripes, that should work!) They should also check their phone bills and review long-distance telephone charges. (If the kids are using a Blue Box they might just forget to call the kiddy cops, freephone calls are very attractive, even to adults!) In other words, even the experts are piddling in the wind, totally out of touch with the fact that networked computer security is a contradiction in terms. And all the time that the happy hackers prove electronic security systems to be useless, by means of expert knowledge and a large dose of humour, I for one applaud them.

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TECH NICHE



MATERNAL MUTTERINGS

The autumn mists swirl up from the swamp, covering the Bates 'Jon's me name, shower cleaning's me game' Motel in a rubbery grey cloak (rubber? – Ed). From an upper window a figure can be seen pacing to and fro . . .

'Yes, mother, I've listened to the tunes and read the letters . . . erm . . . well I'm kind of busy right now . . . Yes . . . writing. Guests? Well I'll see if I switched the sign on . . . '

THERE ARE certainly a few cabins occupied with people armed with tapes and problems for me to sort out. Now that they're all signed in I'll sort the problems out and maybe take them a late-night snack in a while.

The first one is a long missive from **Luke Oram** of **Sirius Software** (you can't be sirius!!). Luke has sent in a 128K tune that is a bit too lengthy for listing but aimed his letter at me with the closing phrase that indicated that I was too busy to concern myself with a young musician with 'a penchant for viscious (sic) FM sound over Fairlighted voices'. Now do you mean vicious as in stabbing attack or do you mean viscous like a semi-fluid that is clinging rather like blood? Whichever, Luke has this idea for setting up and producing synthesized compositions for either sampling on 16-bit or circulating the data and audio tracks. He wants to know the going rate for compositions and how to get the attention of software houses to use him for games tunes. The short answer is that there is no going rate really. There are rates laid down by the Musician's Union for actually performing pieces, but really it's what you think you're worth, against what a software house is willing to pay.

To get into business, why not send out a few of your best tracks to software houses. It might not achieve anything but then again, you never know. Even better, why not replace the music cues on a game with your own and send it back. The concept of using the 16-bit machines to sample tunes is fine. The only problem is that sampling is greedy on the memory, and some pretty nifty work is required to fit the tunes into the game. Anyway best of luck and keep us posted.

SAY THAT AGAIN

Murray Harrison from Darvel, Ayrshire has an Echo keyboard plus interface and a 128K Spectrum. He has concluded that the accompanying software is not much good and wants to know if there's any better software on the market. You have my extreme sympathy. Way back in the annals of CRASH (about three years ago) I reviewed the said unit and a right tale of woe it was too. The story is that the Echo unit was originally developed for the BBC by a Leicester-based team who had the interest of the user and educational possibilities at heart. Sad to say that they went the way of many companies and sold out to one of the controlling financiers who took over the product to market himself. I traced the director of this new venture and railed at him about the new software that he was selling for the Spectrum, as it was really very tacky and inferior compared with the BBC. He claimed that the software was there for people to develop themselves. I suspect that the root of the matter was that he personally couldn't write a single line of basic and had farmed the upgrade out to some bozo team who had made an appalling job of trying to write a very basic music synthesis program. To tell you the truth I though he too had gone the way of the cars in the swamp behind my office. However if any kind soul reading this has any knowledge of superior software, please write in and I'll publish the results. You could always try the place where you bought this keyboard in the first place.

'There is no going rate really'

SIMPLE SIMON

Paul Jones (aka PJ) wrote an extremely long letter addressed to both Simon and the Motel. Well Simon doesn't live at the Motel although he does occasionally chance his luck and book a room for the night. Mother thinks he's a good boy, so I guess he's safe . . . er . . . where was I? Oh yes, Paul told us his life history and a blow by blow description of buying his equipment, the moral of which is to shop around. To answer your first question, the music software for the Disciple comes from **Quasar**. PJ has a 128K Spectrum, RAM *Music Machine* and a Yamaha DD10 Drum Bank about which he raves as being the best add-on at only £99. The DD10 has 100 rhythms, 24 drum sounds, built-in stereo speakers and MIDI-in. This means that to program it from a sequencer you will need to know the drum note numbers – you can't play the drums on the DD10 and let the sequencer remember the pattern as there is no MIDI-out. Incidentally, the RX21 suffers with the same problem and that *has* got MIDI-out.

Anyway, he has sent in a whole load of useful stuff concerning the DD10. I would suggest that this may also work with other Yamaha drum machines, as they usually keep to the same codes. Just looking ▶

at Paul's chart, I would say this to be the case. When using the DD10 with the *Music Machine* you can delete all the drum samples resident in it. The patterns can be played back from the DD10 via MIDI. To do this you must remember to POKE the addresses in memory which tell the *Music Machine* which note value it must send. First you must load the *Music Machine* code . . .

```
10  FOR N=33159 TO 33166
20  READ D: POKE N, D:
    NEXT N
30  DATA DC1, DC2, DC3,
    DC4, DC5, DC6, DC7, DC8
```

You replace DC1-DC8 in the data statement with the codes of the eight drums you wish to use. To set up the program to play the DD10 drums, change line 30 to . . .

```
30  DATA 55, 50, 53, 59, 57, 52,
    44, 00
```

Make sure the drum bank is on the same channel as the drum info coming out of the *Music Machine*, and that the correct MIDI mode has been selected on the DD10. The note numbers (that you poke into the *Music Machine*) are as follows.

Tom Tom 1	53
Tom Tom 2	50
Tom Tom 3	48
Tom Tom 4	47
Snare drum	52
Rim shot	51
Hi-hat closed	57
Ride Cymbal	60
Hi-hat open	59
Cabasa	56
Claves	73
Agogo low	74
Agogo hi	75
Conga low	64
Conga hi	65
Bonga low	67
Bonga hi	68
Bass drum	44
Crash Cymbal	63
Splash Cymbal	61
Synth tom low	40
Synth tom hi	42
Synth snare	38
Castanet	72
Hand Clap	54
Cow Bell	55

'It was really very tacky and inferior'

If you don't fancy poking the *Music Machine*, the Motel has another solution. The numbers listed correspond to notes on the keyboard. Just for fun you can demonstrate this by plugging any MIDI keyboard into a drum machine and when the latter is in the correct mode (consult user manual, but usually you need 'Channel Info Open' or something like that) you can work out what drum is assigned to which note. If you are not able to do this for some reason but still want to have a go then middle C is assigned the number 64. The solution is to work out a pattern of notes that make up a drum pattern. Enter the notes as per normal but connect that channel-out to the drum machine. Presto. Your own drum pattern. If you have a MIDI splitter box you would be able to play both keyboard note and hear the drum at the same time that it was being sequenced.

'Mother and I have written many, many times on these subjects'

Paul also wants to know where to get a sample editor, eight track sequencer and CZ voice editor. Now really. Mother and I have written in these pages many many times on these topics. I'm afraid this means that you will be stopping in cabin number 1 - washing facilities are compulsory. I will leave a few back numbers of CRASH on the dressing table for you to read after your nice refreshing shower . . . ha . . . ha . . . !

I'm holding on to all the tunes sent in this year and filing them away in the apple store under the stairs. At the end of the year, we will see which one is worthy of a free bundle of software. Keep sending them in. While on the subject of tunes I might just (if the editor isn't looking) (fat chance of that – Ed) get a quick plug in for my own tape recorded specially for Newsfield. It runs for an hour and contains lots of tunes and things, all generated and controlled via MIDI using some of the software and hardware reviewed on the motel kitchen table. It's available now to all Newsfield readers at the special, rock bottom, I'm not making a penny guv', price of £2.99 from the usual address which is as ever **Bates Motel, c/o CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**

Bates motel.

Guest List

Luke Oram, Eastleigh, Hants

Paul Janes, Desborough, Northants

Murray Harrison, Darvel, Ayrshire



TECH TIPS

Suffering, like us all, the after effects of the postal dispute (and PC Show), IAN CULL takes a look at a couple of 'zines, and mutters something about the PC Show. But there is that new Sinclair to get excited over. Or is there..?

COLOURLESS SPECTRUM

Is it a Spectrum? Is it an ST? No, it's a disappointment

THE MUCH rumoured **Sinclair PC 200** was finally launched at the PC Show, although it is unlikely to been seen in the shops until November. It is quite a large machine compared to the Spectrum – 18-inches long and 13 deep – but at least it is BLACK, and has the SINCLAIR logo. However, that is where the Sinclair family heritage ends. The new computer is as similar to the Spectrum in use as was the ill-fated QL. The PC 200 is, in fact, an Amstrad PPC512 in a black case and has no real chance of running any Spectrum software, or even making use of data created on the Spectrum.

The new Amstrad, sorry, Sinclair has a 'proper' IBM-compatible keyboard (with more than twice as many keys as the Spectrum), laid out identically to an Amstrad PPC; a single 3.5 inch floppy disk drive (holding up to 720k of data as with the PPC); a mouse and built-in parallel and serial ports (for connection to printers, modems, etc). A second disk drive can be fitted externally.

The base machine, at £299 (+VAT), has no display, but does have a built-in TV modulator circuit so that a standard colour television can be used. This is almost a revolution in IBM-compatibles, since most other machines require a dedicated monitor for their display. Unfortunately, this means that the display quality is not good. The display driver is the IBM CGA standard, which is never a clear display – even on 'real' business computers. The much clearer, and expensive, MDA display can only be used with the optional monitor (£100 extra for monochrome, £200 extra for colour).



'But at least it is black and has the Sinclair logo'

On the plus side the PC 200 is at least a true IBM-compatible, running industry standard software programs – there are even two expansion ports(!). However, I would question the usefulness of these since standard IBM expansion cards are nearly twice the height of the computer! The computer would therefore need to be open permanently, allowing dust etc to cause untold damage. An Amstrad representative said that he knew of no 'extension case' which would cover any fitted expansion cards. There is also the question of how much spare 'power' is available in the machine for running expansion cards.

The PC200 is obviously designed as an 'Atari-basher', as it is the same price, uses the same disks and has the same memory capacity (512K – which can only be upgraded by using an expansion slot).

Unfortunately for Sinclair aficionados (like Simon Goodwin and myself), the Atari is a far superior home entertainment system. In graphics mode, the Sinclair has only a four-colour display (see the purple mountains in the Amstrad brochure) – less than even the Spectrum, and IBM sound facilities are Spectrum quality! The Atari has sixteen colours at the equivalent resolution, plus a three-channel sound chip. There is, admittedly, quite a lot of IBM software available at launch – especially as the PC 200 uses 'proper' IBM joysticks (unlike the old Amstrad PC1512), but the Atari now has a good software base too.

'The computer would therefore need to be open permanently'

Where the Sinclair PC 200 will be useful is if the owner already uses an IBM compatible – perhaps at work. Since machine should run all IBM software, a favoured word processor or

'The Sinclair has only a four-colour display – less than even the Spectrum'

spreadsheet can be used at home, in between playing games. The problem is that business computers still use the older 5.25" floppy disk standard, although the 3.5" is now also establishing itself. In addition the external disk drive can be 5.25" drive if required, but this is really only of use when transferring files. Having incompatible drives on different computers is an annoyance, having them on the same machine is almost impossible!

Moreover the ST, ironically, can even challenge the PC 200 on IBM compatibilities since there are programs available which will simulate an IBM PC on the ST. This would allow business software to be used, whilst still retaining superior games-playing capabilities. But obviously the PC 200 is much more likely to run PC programs without compatibility problems – and faster as well.

In conclusion, if you seriously wish to upgrade to a 16-bit games computer this instant, buy the Atari ST (or the Amiga, if you can wait for the machine's insides to be found by more programmers). If you're more interested in the serious side of things, most particularly with PC compatibility, the PC 200 might be worth considering (among the other 10 million PC models that Amstrad also produce!). ▶

BETABASIC THE MAGAZINE

THIS MONTH sees the latest *BetaBasic* newsletter, number 12. It is particularly worth reading, even if you do not own *BetaBasic* (though how you get hold of a copy is another matter!).

There is a long, interesting and detailed discussion of the author's attempts to draw animated three-dimensional cubes on the Spectrum screen. The article highlights general programming procedures for carrying out complex processes in a simple manner, as well as giving a *BetaBasic* solution to the problem. There is also a clear description of printer 't' and 'b' channels, for those having problems sending control codes to printers.

PC SHOW THE TECHNICAL REPORT

FINALLY, THE PC Show has now been and gone. There was, unfortunately, little at the Show to interest technical Spectrum users this year - though there were many arcade games! The new Amstrad/Sinclair machine was on show, but this has nothing to offer Spectrum users. **Hisoft** were out in force, offering all their Spectrum and CP/M programs at discounted prices; **Tasman software** only had literature of their Spectrum products; and **RAM Electronics** were showing their hardware interfaces - including the **DK'tronics** range. One repr-esentative on their stand spoke of the Spectrum+2A, which apparently is now on the market. This is, basically, a Spectrum+3 without a disk drive, and so is very incompatible with Spectrum hardware. If anyone has one of these machines, I would be very interested in hearing from them.

I also spoke to **Alexander Goldscheider**, director of **Romantic Robot**, about a version of Genie for Spectrum+3. They seem to think there is no market for such a product – please write in if you disagree, as I for one would like to see it available. Alex also mentioned that Ro-Ro have little more to produce for the Spectrum – they are now concentrating more on the 16-bit market – but spoke of the possibility of producing an 80-column card for the Spectrum display, but was dubious about the need. Come on Ro-Ro there's loads of us Spectrum owners out here!

TECH TAPE THE MAGAZINE

THIS MONTH I have finally received a copy of the *Spectrum Programmer* tape-magazine, Issue 3 (August), from Keiran Wood. The tape is put together by Keiran, apparently on his own, and deserves support from the more technically-minded readers out there – and anyone just wanting to learn more.

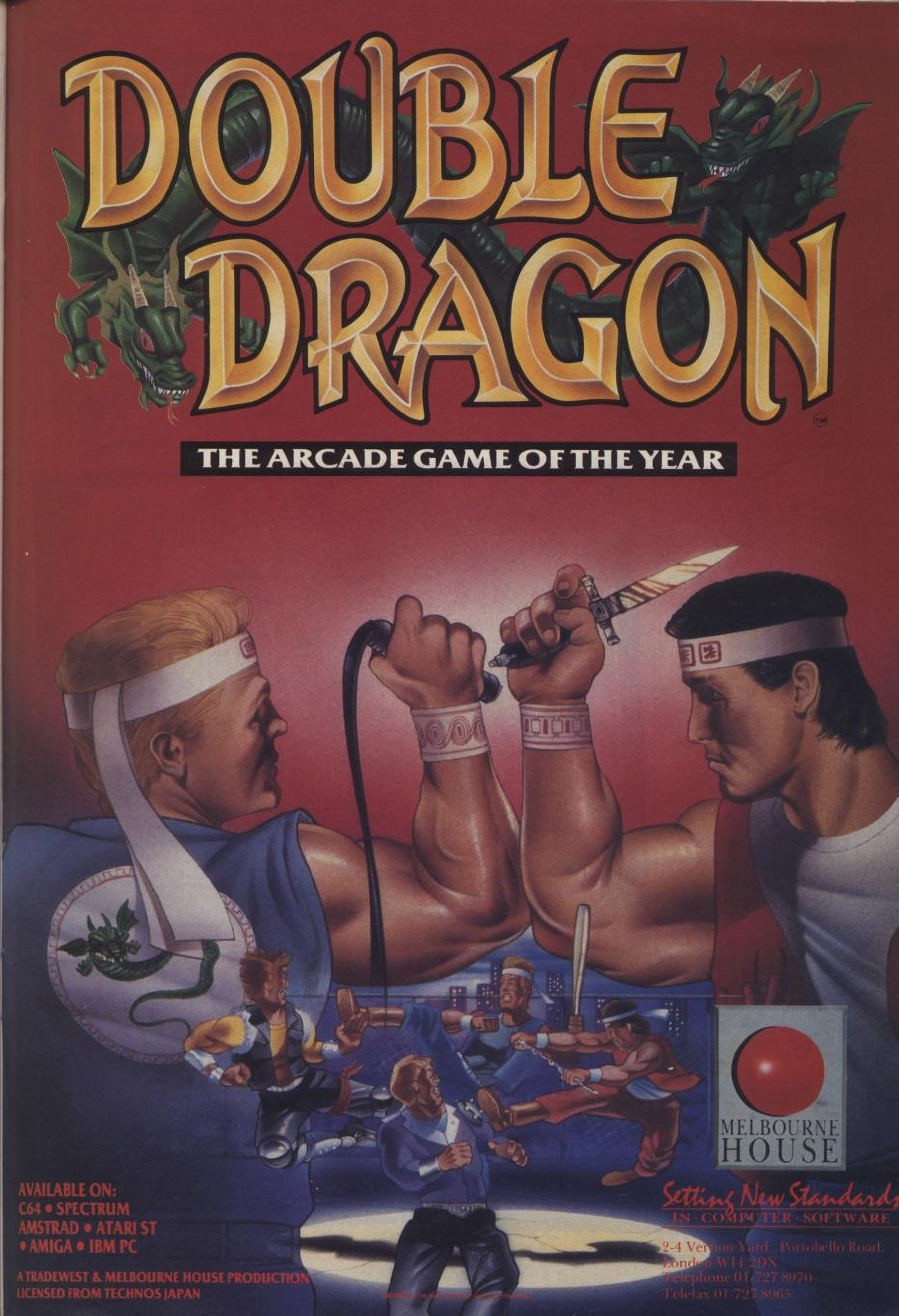
It won't tell you anything about playing games, but it will broaden your Spectrum horizons. The style is generally clear, provided that the (occasional!) spelling mistake can be understood. The magazine (or at least Issue 3) is a single, massive load into any Spectrum. Once loaded sections are offered via a menu.

The magazine's contents are varied, including example programs with explanations (although these may not be detailed enough for complete beginners) as well as more general computer articles. In Issue 3, Keiran begins a discussion on Artificial Intelligence and has some interesting points to put over, too.

The magazine needs your support to continue both in buying copies and contributing letters, programs, etc. At the moment Keiran says that he has under 10 readers! (They must be older than that, Keiran.) But one issue, on tape, costs just one pound - so write to Keiran at *30 Church Street, BARNSLEY, S Yorks SY4 8HZ*. Specify which issue you would like a copy of (I am not sure if back issues are available).

Well that's all for this month. Post permitting, *IMBOS* will be reviewed in exhaustive detail next month, plus a whole lot more for my fellow techies. In return for this marvelous, unparalled service please send any useful hints and, of course, technical queries to me at the address below. Please remember, though, that due to intense nature of my work (no, you can't have a pay rise! – Ed) I can't make any personal replies.

My address, until the pay rise, remains Ian Cull, Tech Niche, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*



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Reviews

Mad Mix game

● *Get fizzical with nasty ghosts!*





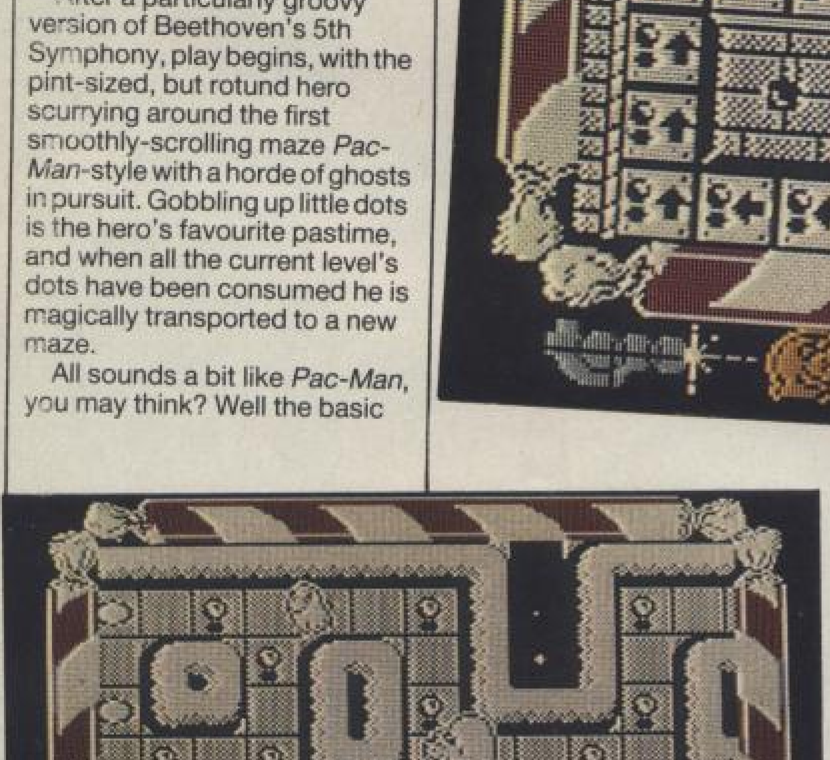
Producer **US Gold**
Price of power pills **£7.99 cass £12.99 disk**
Author **Rafael Gomez, graphics by Roberto P Acebes (Topo Soft)**

Michael Jackson and Tina Turner, move over – you've just been replaced by a computer! Although thousands of Spectrums are unlikely to be singing and dancing in TV commercials, a great many will undoubtedly be running the first Pepsi Challenge game – *Mad Mix Game*. The link with Pepsi-Cola is not just a gimmick though, as players who reach a preset score in the game will earn the right to take part in the Pepsi Challenge itself and automatically be entered in a free draw with the promise of great prizes from Pepsi and US Gold.

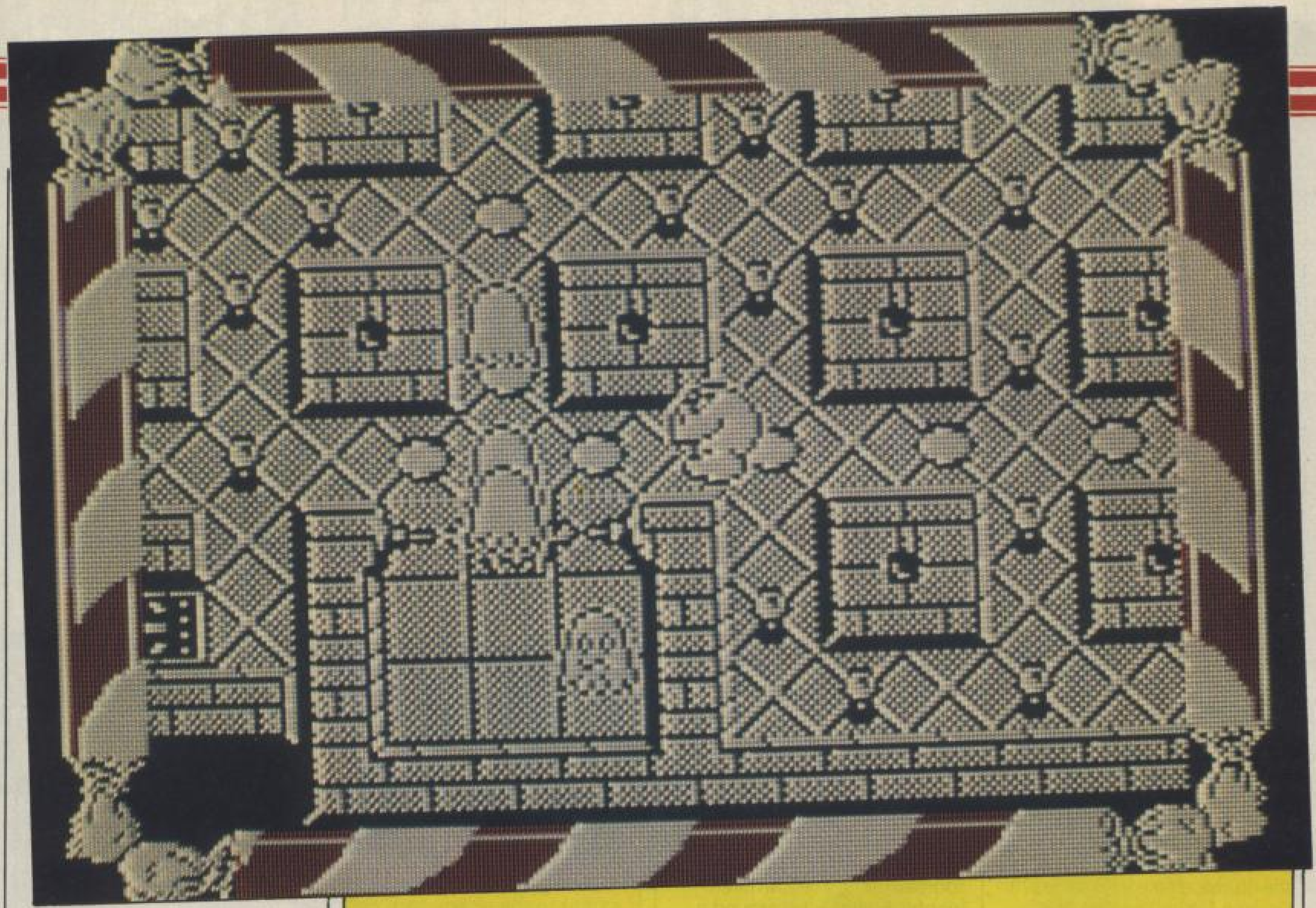
After a particularly groovy version of Beethoven's 5th Symphony, play begins, with the pint-sized, but rotund hero scurrying around the first smoothly-scrolling maze *Pac-Man*-style with a horde of ghosts in pursuit. Gobbling up little dots is the hero's favourite pastime, and when all the current level's dots have been consumed he is magically transported to a new maze.

All sounds a bit like *Pac-Man*, you may think? Well the basic









▲ **Another action-packed screen from US Gold/Pepsi's *Mad Mix Game***

concept is identical, but *Mad Mix Game* offers a host of original features such as pills which turn him into a fat and well-animated, hippopotamus to crush those nasties and a sabre-toothed demon to guzzle ghosties – he obviously has a taste for spirits!

Whether you really like the game depends on if you love or loathe the genre; if you don't then steer clear. But with its many enhancements, *Mad Mix Game* offers *Pac-Man* fans some decidedly frantic fun. *Mad Mix Game* does to *Pac-Man* what *Arkanoid* did to *Breakout* – great fun!

PHIL 78%

GETTING MIXED UP?

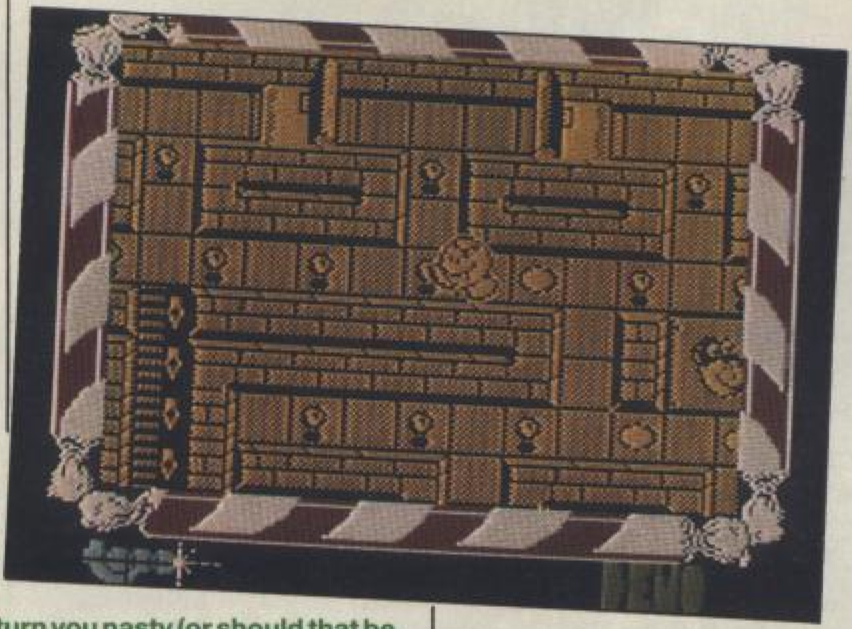
- Save the ghost-stunning power pills till you really need them – there is nothing more annoying than having ghosts on your tail and nothing to zap them with.
- Work out a route for clearing each screen, it will help you in future games, as you will know exactly where you're going.
- Clear the right-hand side of Level One first; the left side is made easier by the spaceship transformer
- Use a power pill to clear the area near the ghosts' den.

Okay, okay let's get this over with, yes *Mad Mix Game* does look like *Pac-Man*, but I must say that I find it much more playable. I've liked this type of maze game for a long while, but even I am starting to find it going stale. What's needed is a game to give the genre a new lease of life, and to my mind *Mad Mix Game* may be the one. Certainly it's an enjoyable mixture of mind-wrenching strategy and finger-flicking reflexes. One feature I particularly like is the method of destroying the baddies; when a power pill is collected you either change into a hippo (!!), or an evil looking version of your normal self (a touch of the old Jekyll and Hydes perhaps). But don't expect the ghosts to be a push over, many hours will be spent practising how to turn a tight corner with a couple of nasties on your tail. If you like *Pac-Man*-type games, you can't miss this!

MARK 86%

NICK **When I first saw this I thought it was just another attempt at sprucing up the ancient *Pac-Man* idea. After I had played it a couple of times, however, I found it totally addictive and great fun to play. Instead of the 2-D circle with a wedge cut out, *Mad Mix Game* has a superb 3-D muncher, along with ghosts and excellently detailed backgrounds. In addition there are icons to collect which turn you nasty (or should that be BAD – ow!), enabling you to munch the ghosts as well as the dots (yum, yum). *Mad Mix Game* is full of surprises and extras that make it highly addictive. You've just got to buy it!**

87%



▲ **Chomp, chomp as an extremely large hippo enters the arena**

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: although the play area is monochromatic, the hero transforms into a variety of well-animated characters
Sound: Beethoven's 5th Symphony title tune and good chomping effects
Options: definable keys
General rating: it may be an unoriginal variation on the *Pac-Man* theme, but *Mad Mix Game* has many extras which make it very playable, and well worth buying

Presentation	82%
Graphics	82%
Playability	86%
Addictive qualities	85%
OVERALL	**85%**

ROY OF THE ROVERS

● *Can Roy save the day?*

Producer **Gremlin**
Football tickets **£7.99 cass**
£12.99 disk
Author **System Applied Technology**

Crikey, Melchester Rovers are REALLY in trouble this time. The whole team (except Roy of course!) has been kidnapped and now greedy property developers want to buy up the Rovers' sacred ground – no doubt to build another hypermarket!

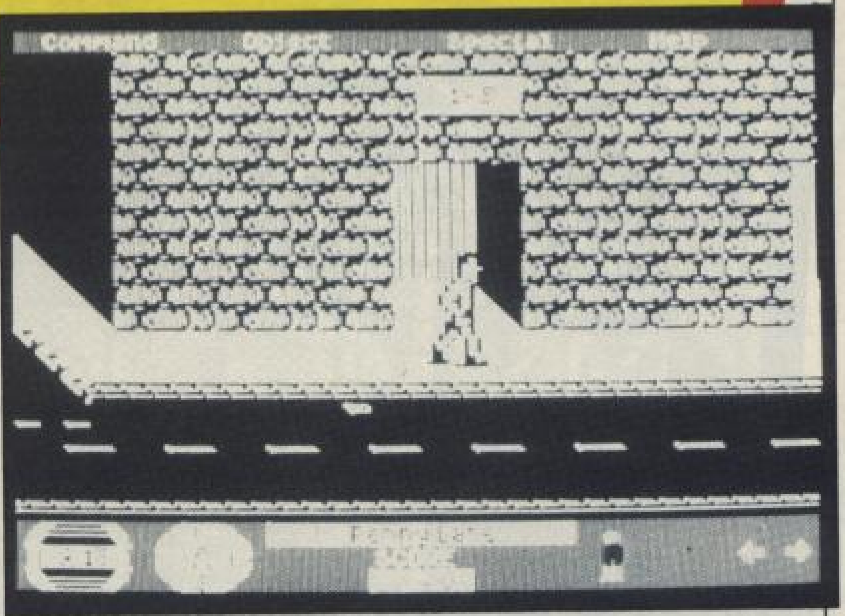
Only one person can save the club – you guessed it, Roy of the Rovers (blow the bugles, bang the drums, shake your rattles?!). Doing a fair impression of a private eye Roy dons his mac and sets off in search of his missing team mates (they probably buggered off down the pub!).

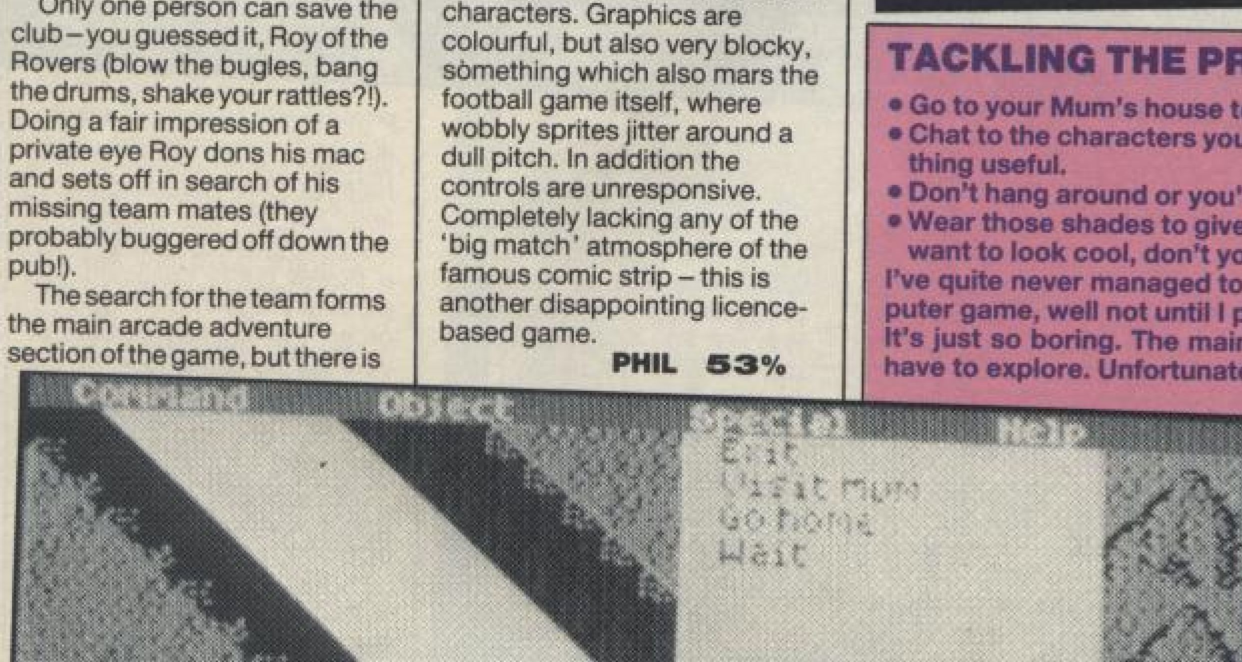
The search for the team forms the main arcade adventure section of the game, but there is also a five-a-side footy game (which can be played on its own). In the arcade adventure four menus are used to control Roy's actions, which include chatting to other characters and fighting. He can also pick up and manipulate objects to aid him in his dangerous quest. These include a pair of sunglasses to make him look so-o-o-o cool (just like the pizza man himself!?!).

Naturally if he succeeds in his quest then there's a prompt to load in the five-a-side game for a clash with some local rivals. (Are you sure he's successful? I thought there were eleven in a team – Ed.)

Unfortunately neither of the two sections is much cop. The main adventure has some easy-to-use menus, but there's a lack of any real interaction between characters. Graphics are colourful, but also very blocky, something which also mars the football game itself, where wobbly sprites jitter around a dull pitch. In addition the controls are unresponsive. Completely lacking any of the 'big match' atmosphere of the famous comic strip – this is another disappointing licence-based game.

PHIL 53%





MARK Poor old Roy, he has to find his team mates before 7 p m or it's curtains for Melchester Rovers. Well, cynic that I am, I can't say this exactly has me in a cold sweat. Despite all Phil's efforts, football still bores me silly and the football game in this makes me wonder why anyone would ever want to watch the Melchester Rovers. It's more boring than watching it on the TV! The adventure section is a little better, but not much – in my opinion even hardened soccer fanatics could be put off the sport by playing this. One for the fans, then? Mmm . . . I doubt.

55%

TACKLING THE PROBLEMS

- Go to your Mum's house to find the sunglasses and torch.
- Chat to the characters you meet, they might tell you something useful.
- Don't hang around or you'll run out of time.
- Wear those shades to give you some street cred – well you want to look cool, don't you?!

I've quite never managed to fall asleep while playing a computer game, well not until I played *Roy Of The Rovers* that is. It's just so boring. The main game is set in a town that you have to explore. Unfortunately getting lost is incredibly easy since all the streets look the same and the graphics are so crude it's almost painful to see. If I didn't know better I would have thought that the main characters had been blown up from something smaller, thus giving the terrible blocky look! As for the football game, well the graphics are just as bad and combined with boring gameplay it's one of the worst I've ever played. Where's the red card Ed?

NICK 33%

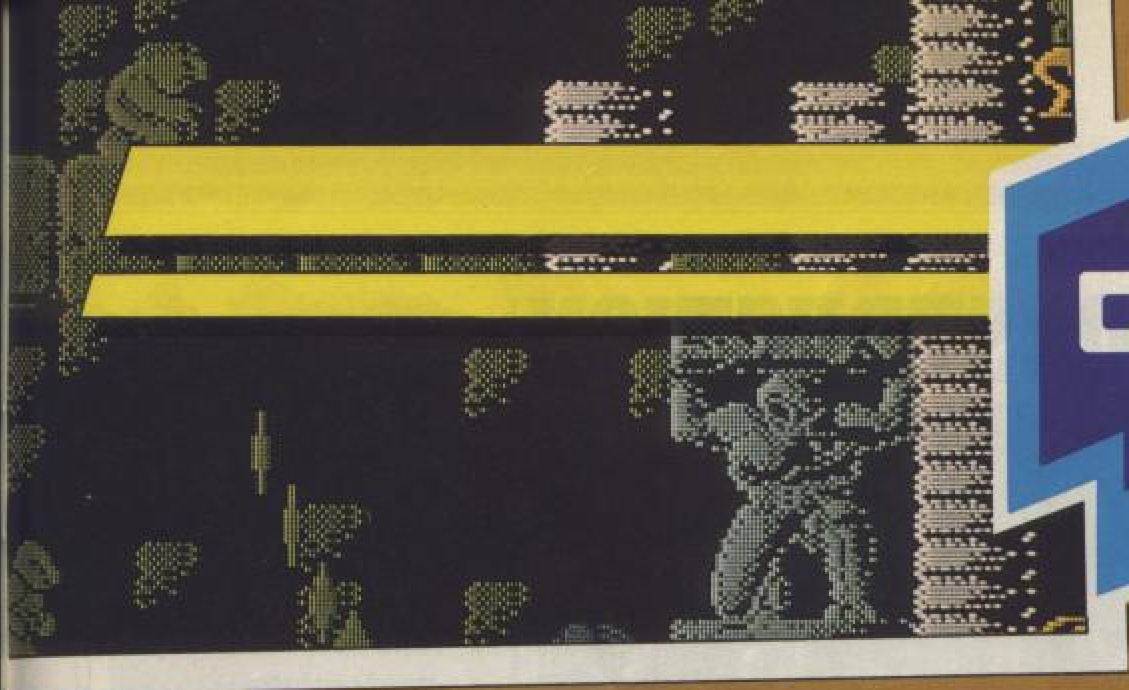
THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: colourful enough, but blocky all the same
Sound: not a lot to get worked up about
Options: play the full game or just the match itself
General rating: for once Roy's on the losing side

Presentation	50%
Graphics	45%
Playability	45%
Addictive qualities	44%
OVERALL	**47%**


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A CRASH Smash

DRACONUS

● *Monster schizoid fights Tyrant Beast*

Producer **Zeppelin Games**
Price of hydrogen **£2.99 cass**
Author **Spike, graphics and design by Michael Owens**

On an alien world millions of light years from Earth, the hideous Tyrant Beast has imposed his ruthless reign on a planet of gothic horror. For reasons which are not explained, a bizarre monster has set out to overthrow the Tyrant. Under normal circumstance the creature takes the form of Frognum. This is a land creature that can walk around, jump obstacles, duck and either punch monsters or fry them with a limited quantity of dragon breath. To switch to Draconewt, an aquatic creature armed with powerful water jets, Frognum must find and pick up a Morph Helix. Progress is never easy, however, as Frognum's dragon breath is a rather sluggish weapon, monsters can quickly drain energy, and falls are often lethal. But, as tends to be the way of such things, the alien world contains various glowing items which can be of use to our schizoid hero. Record Slabs, for example, will restore a hero who's just lost one of his three lives at the place where they were collected, rather than back at the start of the game.

Flasks of Flame Fluid boost Frognum's firey breath and Energy Packets restore energy. Magical objects, such as the Morph Helix, Shield (prevents death from falling), Magic Staff (casts spells) and the Dragon's Eye (removes illusory objects) are shown on the right-hand part of the screen when collected. These are not lost after death, nor are killed monsters restored, but then neither are used Energy Packets.

For a budget game *Draconus* has some surprisingly detailed and colourful background graphics. Alien attackers are well-portrayed, while Frognum's animation is good and his death sequence genuinely gruesome. Sound isn't quite up to this standard; basic footfall clicks being about the sum total on both 48K and 128K machines. In its original, C64 form *Draconus* won a ZZAP!64 Silver Medal, on the Spectrum the game looks better and plays equally well.

STUART 91%



FROGGY FAVOURS

- Always switch between Frognum and Draconewt before entering or leaving the water, you will very quickly die if you are in the wrong form.
- Stand on each Record Slab you encounter, because if you die you will be whisked back to the last one you stood on.
- Don't waste your firey breath on obstacles which could easily be punched; save it for the tough enemies.
- If Frognum is getting low on energy, changing into Draconewt is a good idea as he has a separate energy level.

Oh dear, an evil tyrant is making life hell for the inhabitants of an alien world. Who can save the day, a tall Frognum and his Draconewt alter-ego no less. At first glance *Draconus* is a fairly run-of-the-mill collect-'em-up type game, but neat graphics and addictive gameplay drag it out of the crowd. Sound is a disappointment, no more than a few simple effects, but the large and nicely animated graphics more than make up for this. A budget game for once worth a lot more than its measly £2.99 price tag.

MARK 91%

NICK For a budget game this is brilliant. The way Draconus moves is very awkward at first, what with his tiptoe style of walking and massive bounds when he jumps, it can be tricky to get past the nasties. Some of the screens could have done with a splash of colour, rather than being mainly green, and a 128K tune would have been appreciated. On the whole *Draconus* is an excellent game.

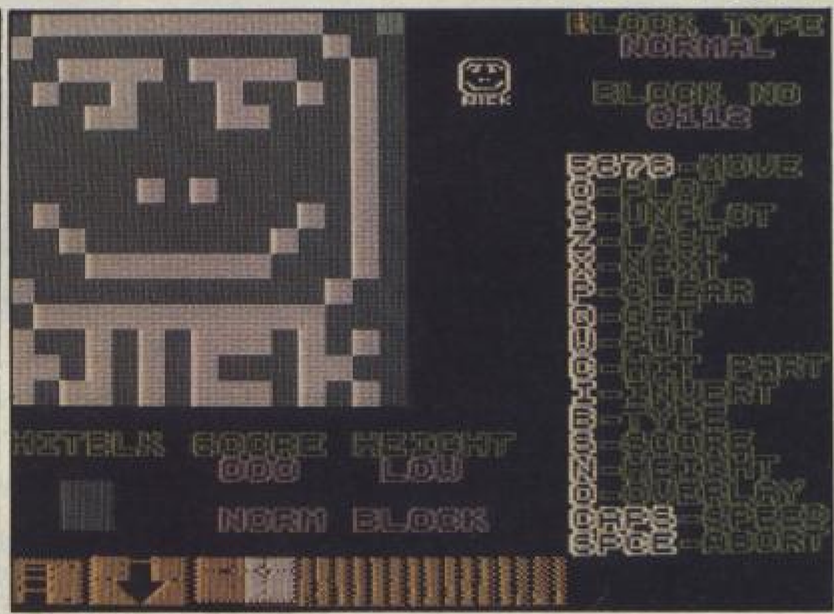
85%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: superbly-defined sprites on elegantly-drawn backgrounds, with no colour clash
Sound: adequate spot effects
Options: definable keys
General rating: monster size fun at a budget price

Presentation	86%
Graphics	88%
Playability	85%
Addictive qualities	82%
OVERALL	**90%**

SKATEBOARD CONSTRUCTION SYSTEM



▲ Getting bored?

Producer **Players**
Street creds **£1.99 cass**
Authors **Paul Griffiths, Jabba Severn, Richard Beston**

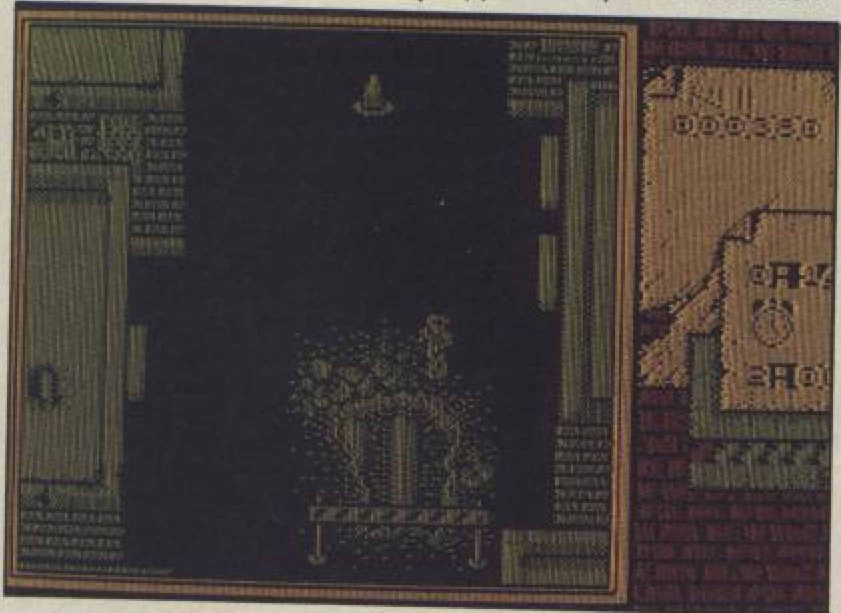
Remember the time a few years ago, when kids could be seen in the streets hurtling along on planks of wood with wheels attached (and then there was the skateboard craze as well! – Ed). Yes the craze of skateboarding which swept across the Atlantic is back with a vengeance. Several software houses have produced games featuring this sport of speed, skill, and a heavily padded body. (I've only tried skateboarding once, and I fell off . . .) (Why aren't I surprised?–Ed). Players, not wanting to be left out, have produced *Kickturn* using the *Skateboard Construction System* on the other side of the tape.

You play the part of a street wise kid (not unlike our Mr Roberts), who has taken up the challenge to become the Skateboarding Champion. So, donning your pads and crash helmet, you set about tackling the courses. These include back alleys, building sites and dockyards, none of which offer an easy ride with bollards, pipes and bottles messily left in your way. To make a difficult situation even worse an imposed time limit has to be beaten to qualify for the next part of the course.

I found this timer difficult to beat – mainly because of the tricky controls. Game after game my little character piled into either the scenery, or the obstacles, and after not very long my patience had almost gone. Before I decided to hurl the computer out the window, I flipped the tape and had a look at the game editor.

The editor has ten options on the main menu, including a title designer, a sound designer, a sprite designer, and a course designer. Obviously at first you have to keep referring to the instructions, but it's enjoyable enough and after much trial and error, I managed to construct a course that even I could complete (no obstacles then? – Ed). But although the editing facility did provide me with more amusement than the actual game, I still doubt whether Players could have marketed this at a higher price because of weak gameplay.

MARK 40%



▲ The board returns!

PHIL ***Skateboard Construction System*** **gives you the rare chance to virtually design a game of your own. Even the sprites can be changed to whatever you like, and even if you're no Mark 'Picasso' Caswell much fun can be had creating new ones. The trouble is that once you've redesigned everything, the game itself is nothing to write home about – just a simple 'dodge the obstacles'-type affair. Worse still, sometimes when the skateboarder falls off, the program stupidly puts him back on the screen right in front of another obstacle, so he's bound to hit it. With such a great designer its a great pity you can't actually produce anything better with it.**

58%

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair **SOUND** squeaky spot effects **OPTIONS** editor allows you to alter all aspects of the game

50% GRAPHICS A solitary monochromatic sprite skates around dull obstacles

48% PLAYABILITY Too frustrating to provide much amusement

52% ADDICTIVE QUALITIES The course editor should prolong the appeal slightly

OVERALL 49%

FER

● ***Time to kill the great dictator***

Producer **Imageworks**
Price of bullets **£8.99 cass £12.99 disk**
Author **Probe Software**

Set in the Central American state of El Diablo, *Fernandez Must Die* is a journey into the world of espionage, assassination and *Mission Impossible* scripts. Your mission Mr Phelps, should you decide to accept it, is to destroy the eight bases that he has set up to secure the area he has captured, find General Fernandez and kill him.

Once embarked on your mission, either alone or with a friend, you find yourself in familiar, *Commando*-style action, blasting everything that moves with either a machine gun or grenades (hold down fire). Your opponents include soldiers, paratroopers, tanks and even battleships in the rivers

PHIL Up zee revolution! At last, a game to rival the classic *Commando* (Issue 24, 94%). Although vertically scrolling blast-'em-ups are quite common, this one has a lot more to offer than most. Added interest is created by the rooms at the sides of the main landscape and I just love the way the hero can steal an enemy jeep and go zooming around. And boy, he needs all the help he can get as he faces hordes of hostile forces, including the well-drawn tanks and planes. Although the game's mainly monochromatic appearance is rather dull, it hides a wealth of addictive gameplay, accompanied by a catchy in-game tune (which can be turned off). This is no ordinary *Commando* clone, although fans of that old gem should enjoy it. Furthermore, two players can enjoy the action simultaneously. So get your best mate to help you dethrone that devious dictator – Fernandez must die, hombres!

87%

RNANDEZ MUST DIE



you must cross. Bullets will deplete your energy considerably, but cannon shells and land mines kill you instantly. Although you have five lives to lose such weapons, these can go very quickly indeed. Fortunately the planes flying over head are not always hostile, and can drop First Aid kits which can boost your energy. To prevent getting injured in the first place, it's a good idea to jump in the jeep, which makes you faster as well as giving you a more powerful gun. In two-player mode the first person in the jeep drives, while the second aims the cannon.

Being a revolutionary agent need not be an unprofitable activity either. While freeing political prisoners for bonus points you might also pick up some of the gold bars carelessly left lying around in the prisons you can enter. After the war's over these might prove more useful than the medals which are awarded for such heroic deeds as destroying enemy vehicles, being wounded in battle and destroying an enemy base.

Despite looking similar to every other *Commando* game on the market, many of them now budget, *Fernandez Must Die* is very playable. Graphics add to the fun with the macho mercenary stomping around the battlefield in a very convincing manner. The backdrops are all very detailed, from the hectic action on the battlefield, to the equally hectic antics within buildings. So, if you love *Commando*-type games where the hero is a real man, and the story has a happy ending (after half the population and most of the buildings have been decimated), go out and buy *Fernandez Must Die*.

MARK 90%

IS HE DEAD YET?

- Tread very carefully as mines are difficult to see and are deadly.
- Whenever you see a jeep, get into it. You can then travel much faster and be protected from those lethal bullets.
- At the beginning it's best to plan your route using the map, it saves valuable time later on.
- The medical supplies that come in on parachutes are vital, collect them whenever you can.

What's this, *Ikari Warriors* with a new tune at the start? Well it certainly looks like it but there's more to this than meets the eye. The main objective is to shoot everything in sight, as in most other such games, but the wider variety of things to shoot in *Fernandez* makes it more addictive and brings variety to the game. You also have to make decisions on which is the best route and try to avoid the mines that blow your jeep into the air, a very tricky occupation as you can hardly see them. There are planes, trains and (automobiles? – Ed) tanks which, when destroyed, leave behind icons that can be collected and used to your advantage. Things like cannon shells and grenades help immensely when it comes to blowing up the odd train that is hurtling towards you! There are no sound effects in the game but a tune that plays throughout and tends to get slightly annoying when it repeats itself for the umpteenth time. *Fernandez Must Die* is a great shoot-'em-up with a bit of strategy thrown in to make an enjoyable game.

NICK 84%

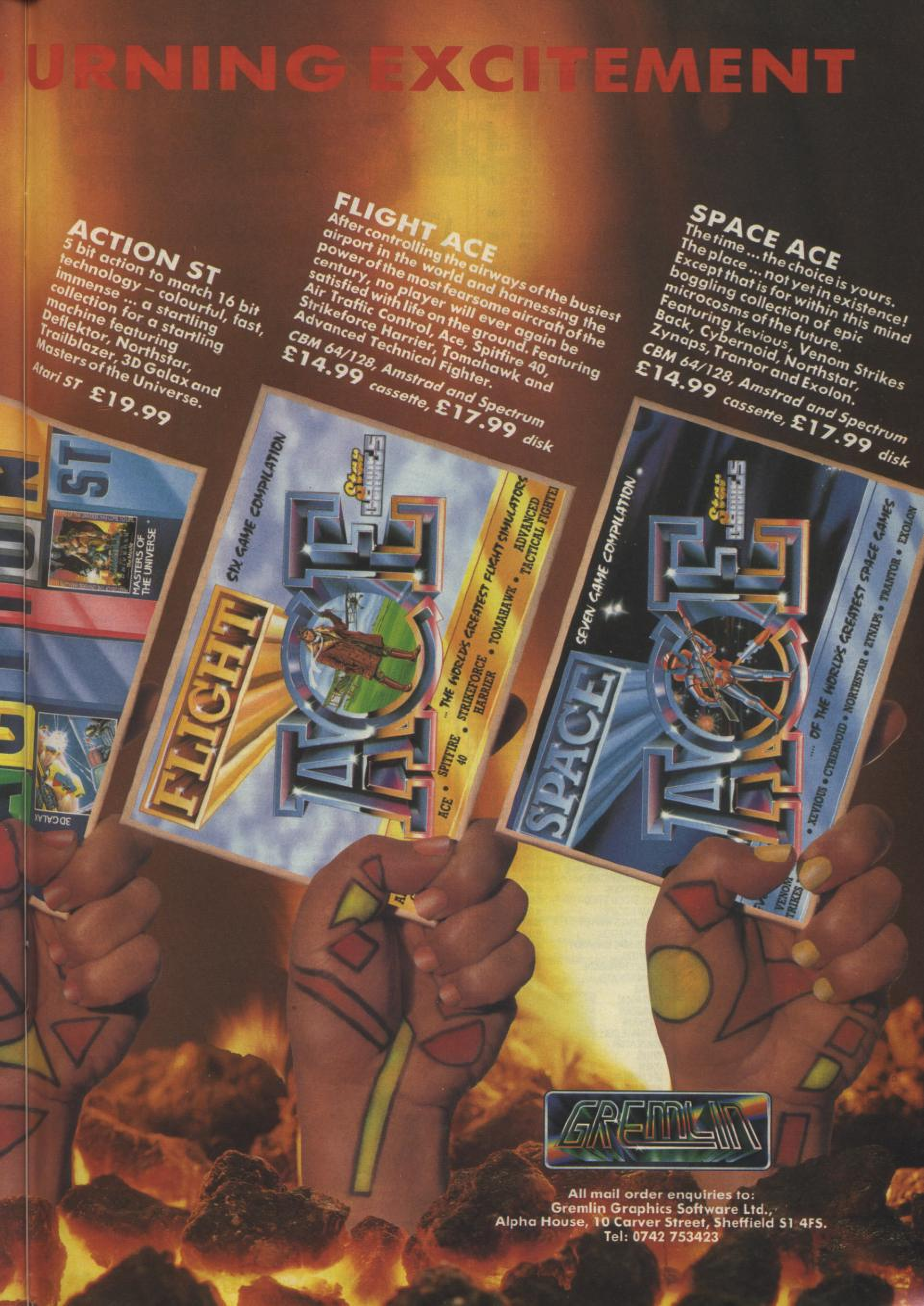


THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: mostly monochromatic although well-defined
Sound: a catchy in-game tune which can be turned off if it gets irritating
Options: definable keys. Two player mode
General rating: a playable shoot-'em-up which perhaps suffers slightly from repetitiveness

Presentation	88%
Graphics	85%
Playability	89%
Addictive qualities	86%
OVERALL	**87%**


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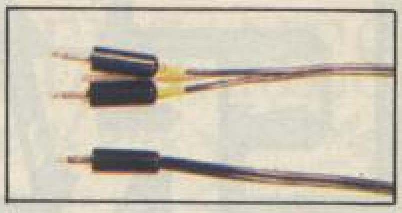


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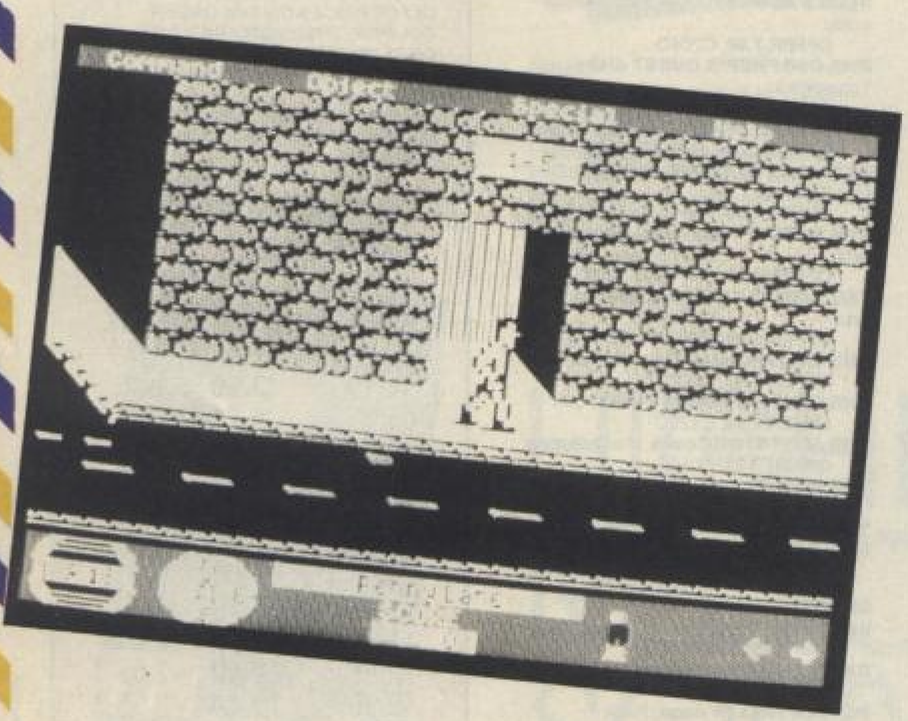
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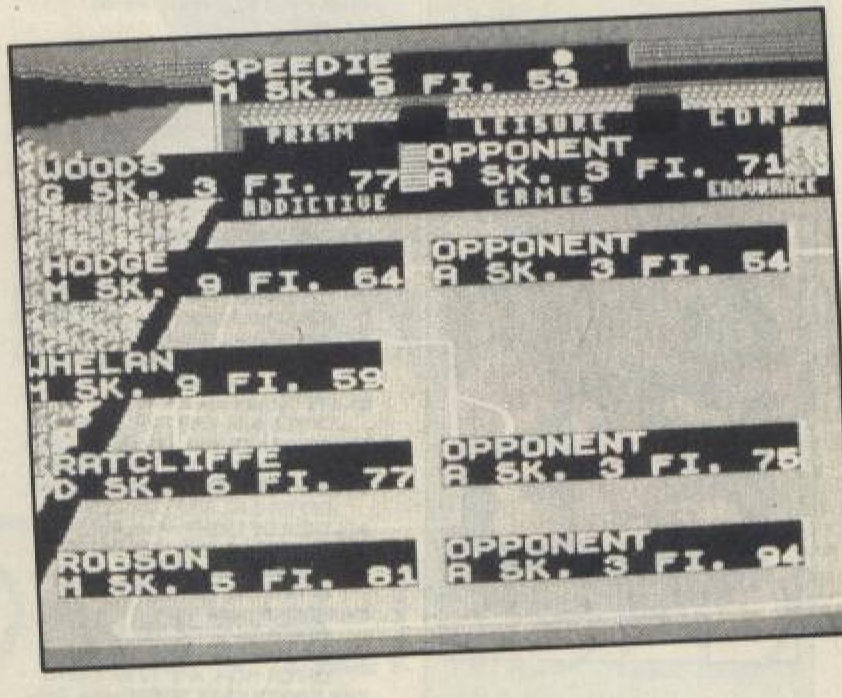
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SPITTING IMAGE

SPITTING IMAGE conjures up such words as Fluck and Law (their creators) and latex rubber. And you've guessed it, one of the most wicked and funny satirical programmes on TV it's finally coming to your computer this Christmas. (If you it buy, that is.) Standing to make yet another bundle of money from a well-chosen licence are those whacky lads at **Domark**.

To celebrate their release of this totally anarchic game, Domark have arranged a competition with CRASH, centred around Mrs T and the rest of the rubberised mob. The **first prize** is a **day trip** for the winner, and a CRASH personality (probably not me, I'm not very important), to **Limehouse Studios** on Saturday December 17.

There they'll visit the home of the lovable puppets and see how they, and the TV programme, are made. (Unfortunately this event will probably cost Domark a lot of dosh, so sadly no travel expenses can be paid.) (Huh, stingy bunch! – Ed.)

In addition there will be a grand final of winners from computer magazines in which, of course, the CRASH winner will also be entered (and you'd better win). All these finalists will be given a script and asked to imitate their favourite *Spitting Image* puppet.



(Sounds a bit embarrassing if you ask me, just do your best – Ed.)

The winner of this *Opportunity Knocks*-type competition will have a ***Spitting Image*** puppet made of him/herself, a prize worth a lot of money (in fact it's priceless). Runners-up will each receive a *Spitting Image* goodie pack.

As for those who didn't quite win the CRASH comp in the first place, there are **two second prizes** consisting of ***Spitting Image*** **slippers** (coo), while **five** further winners will each receive a ***Spitting Image*** **video.** Then for the final twenty runners-up there's a ***Spitting Image*** **book.**

To enter this crucial (Nick Roberts not-so-long word dictionary) competition, just study the piccy of Mr John 'Don't Push Me' Rambo reading your favourite Spectrum magazine (that's CRASH for the uninitiated). Found the picture? (How can you miss it?!) Good, now supply a suitably witty photo-caption. Put your words of wisdom on a piece of paper, in an envelope and post it off to **JUST YOU TRY AND PUSH US!, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.** Get those entries in by November 10, please – late entry-senders will be fed to Mr Rambo for brekky. The decision of the resident CRASH Judges is final and binding in all respects.

ZX SPECTRUM

CLASSIFIED SECTION

WANTED

Cash paid for original Spectrum software. Ring David Mason on 0273 421897 or write with list of titles to D. Mason at 4 St. Leonards Gardens, Hove, East Sussex BN3 4QB.

FOR SALE

Loads and loads of Spectrum games and utilities like: Genie, Lifeguard, Platoon and ATF. Write to Robert McGonigle, Cross, Clonmany, Co. Donegal, Ireland.

Over 600 pokes. Remarkable value only £1 for 11 typed sides. Reply guaranteed. Send a large SAE and £1 to Pokes Offer, 21 Suffield Road, Gorleston, Great Yarmouth, Norfolk NR31 7AN.

61 various computer mags for sale including SU, YS, Your Spectrum, C+VG, ZZAP!64, Computer Gamer, Big K. All half price or less. For details write to: David Rosie, 34 Nicholson Street, Wick, Caithness, Scotland KW1 5HH.

Pokes Galore!!! Do you want over 700 Multiface pokes? It's only 5 for 1p. Send only £1.50 plus 1st class stamp to: Multiface Pokes, 8 Mayfield Close, Old Harlow, Essex CM17 0LH.

Available Now! The Runestone of Zendos is a superb new fantasy graphical adventure. It features spells, combat interaction, taxing problems, atmospheric text plus much more,costing just £1.99 from Eric Stewart, 18 Vatisker Back, Isle of Lewis PA86 0JS.

Spectrum +2 for sale with 18 CRASH mags (all recent) and over £120 worth games (Driller, We're the Champions, Matchday II, Out Run) all for £69. Write to 75 Woodfield Gardens, New Malden, Surrey KT3 6OZ.

CRASH 2 – 20 £2.25 each, 21 – 52 75p each or £40 for the lot. Graham Persson, 46 Balfour Street, Edinburgh EH6 5ER.

Spectrum 128, Ferguson cassette recorder, RAM Turbo interface, Sinclair Interface II, Quickshot II joystick, Currah Microspeech, dustcover, over 60 magazines (including 37 CRASH's) software, manuals. Boxed. Mint condition. Worth £300, accept £150. 01-866 4087.

Fully working Spectrum 48K, SAGA keyboard, Wafadrive, over 70 games mainly new worth £600 , joystick and interface, Cheetah Drums, £110 ono. Phone 01-958 2795. Genuine reason for sale.

Great Deal! Spec+3 with 87 software titles incl. Bombjack, Buggy Boy, Gunship, Football Manager 1 & 2 plus more. Also 3 joysticks, Kempston interfaces, disks, holder, leads, 4 year insurance £400. 'Phone Joe' 01 348-0346 after 6pm. Hurry!

Spectrum 128+2, boxed and still under guarantee Cheetah joystick and over £400 worth of games, also over 40 mags. Altogether worth over £600. A bargain at £250. Phone Rob on 0270 69042 after 4pm.

Spectrum 48K for sale, plus tape recorder, programmable joystick, and over £560 worth of games. Whole lot will go for £270. Contact S. Robinson, 0935 73285. Over 30 magazines (mostly CRASH) also included FREE.

Bargain. Spectrum +2, Discovery disk drive, HR5 printer, joystick, Specdrum, Kempston mouse, s'ware on tape and disks, loadsa mags £350 ono. Call Craig 061 766 5007 or write to 4 Mather Avenue, Whitefield M25 6WU.

Spectrum games. All recent for 48K/128K, Driller, Dark Side, Star Wars, ATF, Thundercats, etc. Send SAE to Darren, 35 Natal Road, New Southgate, London N11 2HU.

Cheap Speccy software for sale. Also ZX printer with four spare rolls. Send SAE to: 32 Lauradale Road, East Finchley, London N2 9LU for details.

Hey you there! I'm selling a Spectrum 128 plus some great games, mags, an interface and a cassette recorder. If you are interested then telephone (061) 226 972 (after 5.30pm) with your offers. Thanks.

Spectrum 48K with Quickshot II Turbo joystick, Kempston interface, cassette recorder and loadsa games for £100. Will not split. Phone 061 790 0346 or write to David O'Neill, 88 Wyre Drive, Worsley, Manchester M28 4HN.

Spectrum +2, Plus D 3.5" disc drive, over 250 disc games, disc box etc., joysticks, interfaces and +2 joystick adaptors. All excellent condition. Needs quick sale. £299 ono. Tel: Alex on (0344) 486944. Best bargain.

Spectrum 48K with Alphacom printer, two joysticks, interface and £180 worth of software, all in v.g. condition, only £85 ono. Phone Chris on 0273 505751 or write to Christian Hopper, 35 Cornwall Gardens, Brighton BN1 6RH.

Spectrum 48K, Dk'tronics keyboards, Alphacom 32 printer, data recorder, Kempston interface plus joystick, interface extension, 100+ games, many mags plus computer desk. Will not split except desk. £160 ono. Phone Portsmouth 830994 after five.

MMMMM Microdrive, Interface One, joysticks, interface (double), Multiface One, ZX printer with two rolls, lots of books and software, also 48K Spectrum computer,'Sound Amplifier', all the leads and manuals. All for £250. Phone: 0242 35616.

SWAPLINE

I will swap International Karate, Jailbreak, Body Works, Scrabble, Kong, Chicken Chase, Now Games and Thrust II for one of these: - Firefly, Cybernoid, Spy vs Spy or Action Force II. Ring Richard on 0380 5283. Thank you!

Road Blasters, brand new to swap for any other good game. Loads of other cheap games to swap. For list phone Chipping Sodbury 294749 after 3pm and ask for John (for Spectrum 48K and 128K).

PEN PALS

Just finished 'A' Levels, eager to catch up on games front, especially adventures and arcade adventures. Enjoy using GAC utility. Please write to Jason, 31 Lynn Road, Canford Heath, Poole, Dorset BH17 7PQ. Thanks!

Wanted: Penpal male or female interested in films, music and to talk about things. Write to: Philip Topping, 148 Ulsterville, Portadown, Co Armagh, N.Ireland BT63 5HD.

Hi, my name's Jaz, I'd love to hear from Speccy fans everywhere to swop the hottest games, tips, pokes etc. So get writing to Jaz Talbott, 212A Old Birmingham Road, Marlbrook, Bromsgrove, Worcs. B60 1HH.

USER GROUPS

Galaxy Commander - stunning new PBM, this plus loads more fantastic services and offers. For free 26 page newsletter send SAE to Chic Computer Club, 28 Criss Grove, Gerrards Cross, Bucks. SL9 9HQ.

FANZINES

Stream, Tape Fanzine with reviews, news, etc. Issue One was out 1st August 1988, then out 1st of every month. State issue number. Only £1.00. Cheques to Craig Turner, 41 Coalbrook Avenue, Woodhouse Mill, Sheffield S13 9XQ.

The Spectrum Programmer, now even better! Machine code course, hints, tips, routines and much much more. All on tape! Send £1 to Spectrum Programmer, 30 Church St, Elsecar, Barnsley, S. Yorks. S74 8HZ.

The wise get DIM! Dim Fanzine as seen in CRASH is 50 pages of reviews, tips, PBM and arcades for only 70p. Send to David West, 57 Lodge Road, Scunthorpe, South Humberside DN15 7EN.

INSTANT ACCESS, Multiface and Datel snapshot poke magazine. Issue 5 out now. Low price at only £1.00. High value with 25+ pages. Send cheque, PO's payable to David Hoolachan, 30 New Barton St, Salford, Manchester.

MISCELLANEOUS

Tired of the same old PBM's, football, rugby, boxing, managed them all, then try something new: 'Gladiator School'. Send £3.50 for startup to Games Unlimited, Highcroft, Top Lane, Whatstandwell, Matlock, Derbys. DE4 5EN and join the elite.

20 character sets plus free double height converter all on cassette for £2.00 plus a stamp. Write to Mr. N. Lewis, 52 Kyle Crescent, Whitchurch, Cardiff CF4 2SU.

'No Mercy' is a new space conquest PBM. Startup includes first two turns, £3. Free credits for first five players. Send startup fee or SSAE for info to Scott Mclaren, 16 Lyndhurst Tce, Dundee DD2 3HP.

Personalised computer games. Ideal for birthdays, Christmas etc. Send SSAE to R.W. Frosdick, 1 Northolme Close, Grays, Essex RM16 2NX for details.

PBM: three great games from 'Camelot Games'. 'Rugby League Challenge', 'Soccer-Six','The Derby'. Fortnightly turns at only 75p. For further details send SSAE to 'Camelot Games', 1 Cae Ymryson, Caernarvon, Gwynedd, North Wales LL55 2LR.

Free membership to an amazing new Spectrum Club. Don't miss your chance to join this popular Club. Send large SAE to S.H.C. (CR), 8 Brookside Close, Godley, Hyde, Cheshire SK14 2QQ.

Earn Money while you sleep. Become rich overnight with this magnificent scheme. Just send a SAE to David, 24 Cwm Cottages, Heolgerrig, Merthyr Tydfil, Mid Glamorgan, South Wales CF48 1RS for your free information pack.

Very cheap Spectrum software for sale. Highest price £4. Games from 1984-1988. Send SAE for list to Scott Wilding, 20 Nene View, Islip, Kettering, Northants. NN14 3LD. 3 Free games available.

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The CRASH Classifieds are your low-cost opportunity to reach thousands of other readers with a small ad, whether you want to buy, sell, swap or advise. Just fill in the form below and enclose with your £2.50 payment, cheque or postal order made payable to **NEWSFIELD LTD**. Photocopies of the form are acceptable.

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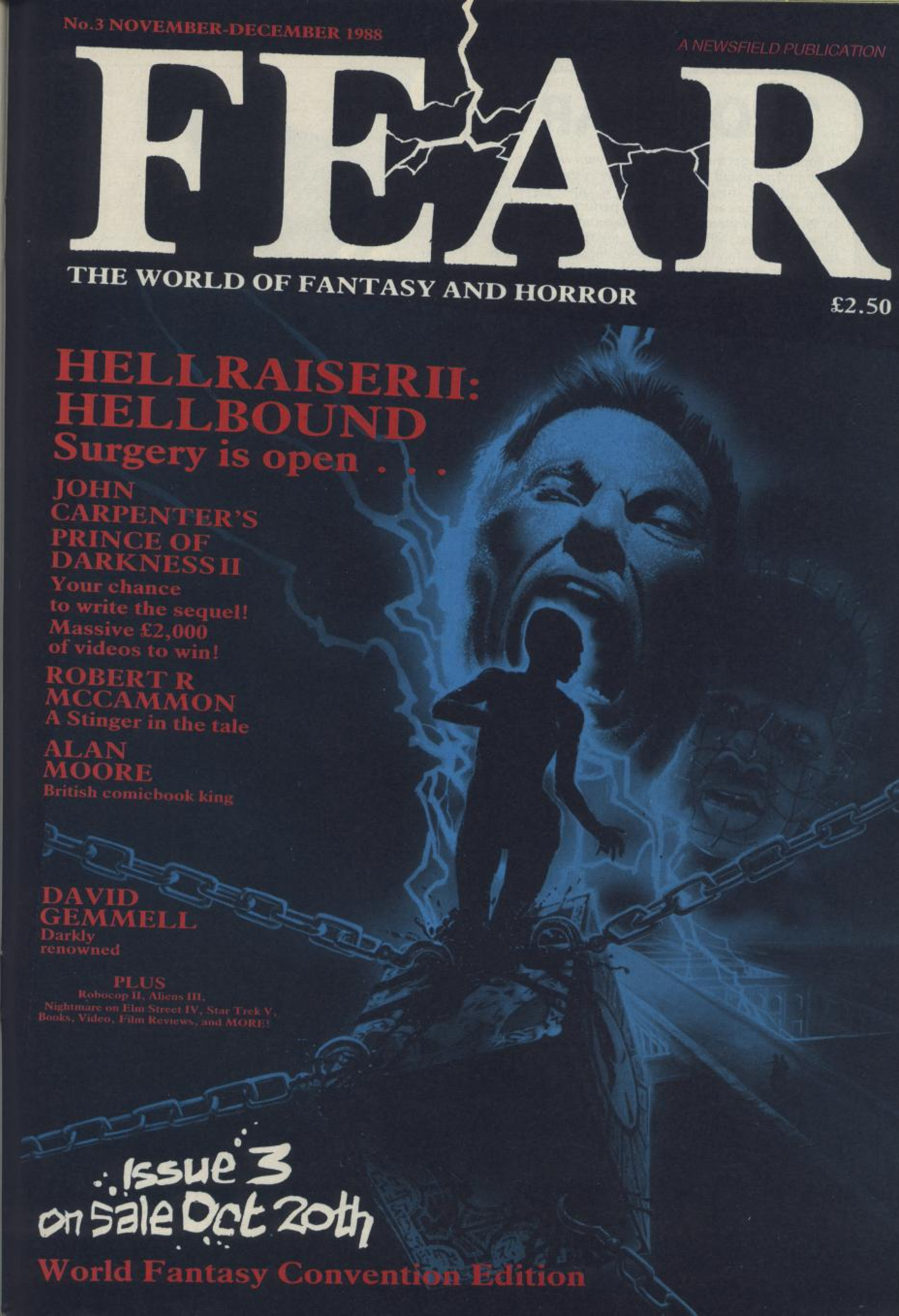
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THE NOVEMBER CHARTS

HOTLINE TOP 20

1 (1)	TARGET; RENEGADE	IMAGINE
2 (2)	MATCH DAY II	OCEAN
3 (3)	CYBERNOID	HEWSON
4 (6)	OUT RUN	US GOLD
5 (18)	BIONIC COMMANDO	CAPCOM
6 (4)	RENEGADE	IMAGINE
7 (19)	PLATOON	OCEAN
8 (►)	MARAUDER	HEWSON
9 (–)	COBRA	OCEAN
10 (13)	COMMANDO	ELITE
11 (–)	WIZBALL	OCEAN
12 (12)	ZYNAPS	HEWSON
13 (8)	BUBBLE BOBBLE	FIREBIRD
14 (►)	ROADBLASTERS	US GOLD
15 (10)	DRILLER	INCENTIVE
16 (►)	FOOTBALL MANAGER II	ADDICTIVE
17 (9)	HEAD OVER HEELS	OCEAN
18 (–)	COMBAT SCHOOL	OCEAN
19 (14)	DARK SIDE	INCENTIVE
20 (7)	ELITE	FIREBIRD

ADVENTURE TOP 10

1 (1)	THE HOBBIT	MELBOURNE HOUSE
2 (6)	RED MOON	LEVEL 9
3 (8)	KNIGHT TYME	M.A.D.
4 (4)	THE PAWN	RAINBIRD
5 (–)	RIGEL'S REVENGE	MASTERTRONIC
6 (5)	STORMBRINGER	M.A.D.
7 (2)	LORDS OF MIDNIGHT	BEYOND
8 (3)	SPELLBOUND	M.A.D.
9 (9)	KILLED UNTIL DEAD	US GOLD
10 (7)	HEAVY ON THE MAGICK	GARGOYLE GAMES

STRATEGY TOP 10

1 (1)	VULCAN	CCS
2 (4)	LORDS OF MIDNIGHT	BEYOND
3 (2)	ARNHEM	CCS
4 (5)	DESERT RATS	CCS
5 (3)	TOBRUK	PSS
6 (7)	DOOMDARK'S REVENGE	BEYOND
7 (9)	BATTLE OF BRITAIN	PSS
8 (10)	REBEL STAR	FIREBIRD
9 (8)	THEATRE EUROPE	PSS
10 (6)	THEIR FINEST HOUR	CENTURY HUTCHINSON

VIDEO TOP 10

1 (2)	ALIENS	CBS/FOX
2 (1)	PLATOON	RCA/COLUMBIA
3 (3)	LETHAL WEAPON	WARNER
4 (7)	THE LIVING DAYLIGHTS	WARNER
5 (6)	FULL METAL JACKET	WARNER
6 (5)	ROXANNE	RCA/COLUMBIA
7 (9)	NIGHTMARE ON ELM ST 3	WARNER
8 (8)	HELLRAISER	NEW WORLD
9 (4)	THE FLY	CBS/FOX
10 (►)	TOP GUN	CIC



You now have FOUR charts in which to vote. For games featured in the main software review section vote in the HOTLINE chart. Games covered in Samara's Adventure Trail should be voted for in the ADVENTURE chart. And those games requiring specialised thought and planning (like war games) are voted for in the STRATEGY chart. Also, all your favourite videos can be voted for in the VIDEO chart – old and new, borrowed, but NOT blue!

Just fill in the appropriate form and send your votes off to **CRASH HOTLINE CHART, CRASH ADVENTURE CHART, CRASH STRATEGY CHART** and **CRASH VIDEO CHART:** ***PO Box 10, Ludlow, Shropshire, SY8 1DB.***

DON'T FORGET, every month we'll pick out five winners for each chart. The first will receive £40 worth of software of their choice, a CRASH hat and a CRASH T-shirt. The four runners-up will each get a CRASH hat and a CRASH T-shirt – a total of **20** winners. All you have to do is walk to the post box . . .

CHART VOTING FORMS .... page 68

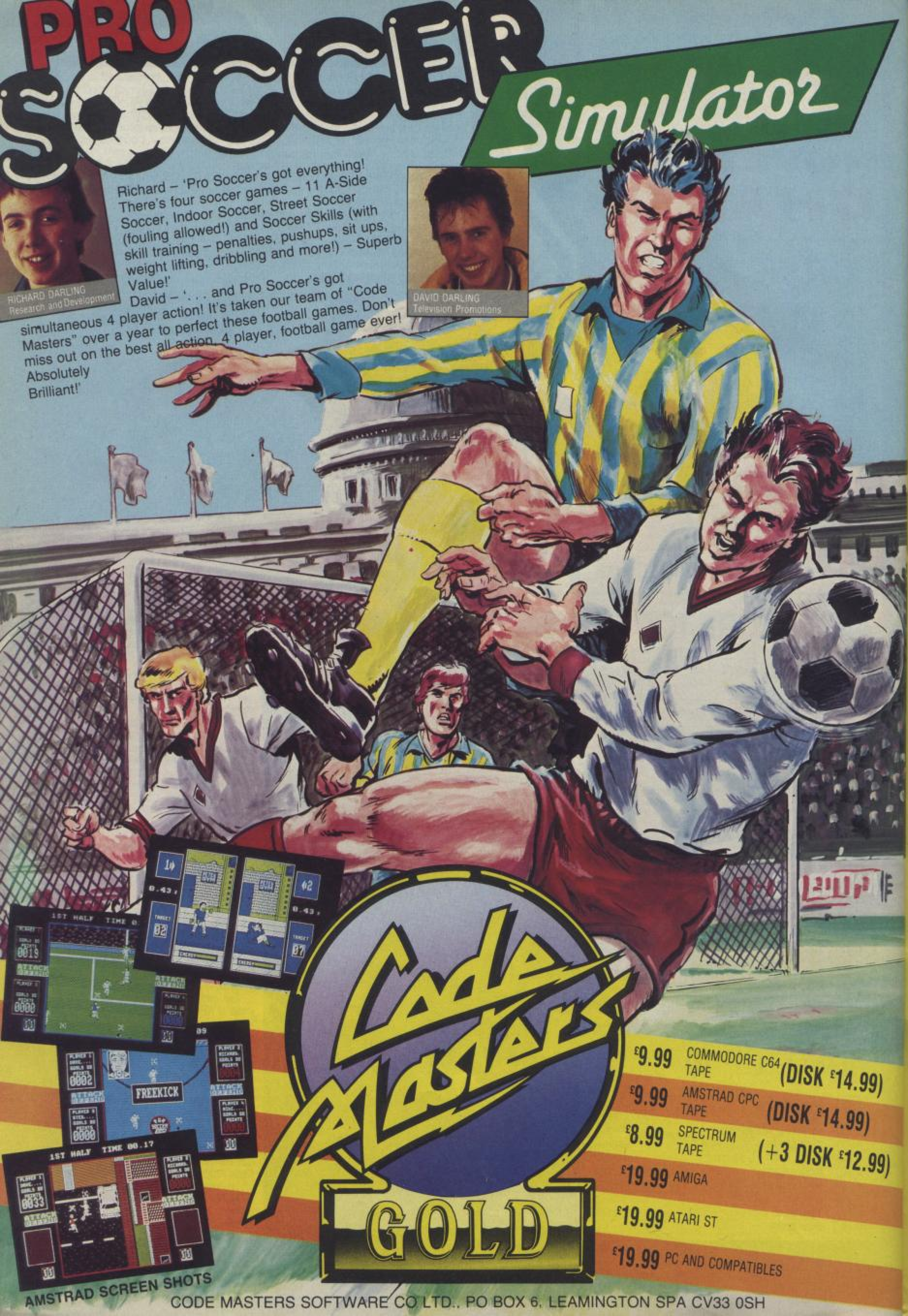
WINNERS

Ian Tomlinson *from West Wickham in Kent was first out of the HOTLINE haversack this month (along with two half-eaten pizzas and a can of Cherry Cola), and wins for himself £40 worth of software plus a cool CRASH cap and that neat CRASH Surfer T-shirt. A quartet of lucky runners-up also get caps and T-shirts; they are:* ***Chris Hearn*** *from Jackfield in good old Shropshire;* ***Jason Nichols*** *of King's Lynn in 'bootiful' Norfolk;* ***J Hollinshead*** *from Buckingham and* ***W Morledge*** *of Ilkeston.*

£40 worth of software also goes to this month's intrepid ADVENTURE chart winner – ***Alan Thorpe*** *of Seaham, Co Durham. The four rugged runners-up are* ***Chris Aylott*** *from Eastleigh;* ***Darren Marklew*** *of Hillcrest in the West Midlands;* ***Warren Davies*** *from Oswestry in Shropshire and* ***Paul Thomson*** *of Watford. All will receive CRASH hats and T-shirts.*

The lucky winner of the STRATEGY chart is ***Kevin Gregory*** *from Bootle. As well as a splendiferous £40 worth of software, he takes away a super-trendy CRASH cap and Red Moon T-shirt. The four ferocious runners-up are* ***Timothy Stone*** *of Winchcombe in Gloucestershire;* ***I Mahartan*** *from Doncaster;* ***M Sims*** *of Canterbury and* ***P W Foster*** *from London.*

David Madagan *of Oxted in Surrey receives £40 of superb software as this month's VIDEO chart winner plus a great CRASH cap and Surfer T-shirt. The four runners-up are* ***Daniel Cook*** *of Southsea;* ***Colin Pratt*** *from Byfleet;* ***Scott Cheyney*** *of Wendover in Buckinghamshire and* ***Jerry Fleet*** *from Wichnester. All the lucky winners will be receiving those mega-trendy CRASH hats and T-shirts.*


PRO SOCCER Simulator
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OLDIES UNLIMITED!

This month sees the inimitable PHIL KING scouring through the CRASH back issues for that crucial information on all the rereleases between now and mid-November. Take it away, Phil . . .

METROCROSS

Producer: Kixx
Price: £2.99
Original rating: 77%

Converted by US Gold from a 1982 Namco coin-op, the Spectrum version of *Metrocross* was originally released in July 1987.

This futuristic game involves roller-skating down a scrolling track shown in isometric 3-D. This chequered track has not been kept in the best of shape, however, and some of the squares slow the skater down. Yet more obstacles to a relaxing skate are numerous hurdles and fast-rolling barrels. Although collision with these obstacles doesn't harm the hero it eats up the valuable time allowed to complete each level.

With the track in such a poor state of repair it's a good job there are some useful items to be collected along the way. These include two kinds of can: one type speeds the skater up, the other gives bonus points when kicked. Even more helpful are springboards for extra large leaps and a skateboard which allows the hero to zoom down the track.

In play the first few levels are far too easy, which is probably more the fault of the coin-op than conversion itself and at least its does get harder as the game goes on. The actual programming is admirable, with attractively shaded graphics which cleverly avoid colour clash by splitting the screen horizontally. Playability also ranks high, and the game was probably originally slightly underrated. It's certainly well worth a look at the new low price, especially if you're a fan of the ageing coin-op.

Overall **80%**



WIZARD'S LAIR

Producer: Bubble Bus
Price: £1.99
Original rating: 94%

Written by Steve Crow of *Starquake* fame, this was one of his earliest efforts and came in for quite a bit of stick from some quarters due to its resemblance to the classic *Atic Atac*. Undoubtedly, its appearance is uncannily similar to Ultimate's arcade adventure as Pothole Pete scurries around rooms and caverns, searching for the four pieces of The Golden Lion.

Initially striking is the amount of colour used – it's absolutely psychedelic (wow, man!). Within this attractive environment, the rather mis-shapen, Morph-like hero attracts the distinctly hostile attention of a number of different nasties aiming to sap his energy. Axe-wielding executioners and sword-swinging knights are especially dangerous, contact with them means the instantaneous loss of a life. To despatch these terrible demons back to their graves, Pete is equipped with a limited number of axes which, when thrown, bounce around the room killing off enemies *Atic Atac*-style.

However *Wizard's Lair* does contain quite a few extra features, such as the spell scrolls which can be bought with collected gold. These allow the player to choose between a number of various items, including gems, gold, weapons and extra energy.



Although the action is very fast, and the playability good (partly due to its similarity to *Atic Atac*), *Wizard's Lair* is beginning to show its age. After over three years of arcade adventures such an old game doesn't hold the attention as well as it did originally. But it's still playable enough in the short term.

Overall **65%** ▶

GAUNTLET

Producer: Kixx
Price: £2.99
Original rating: 92%

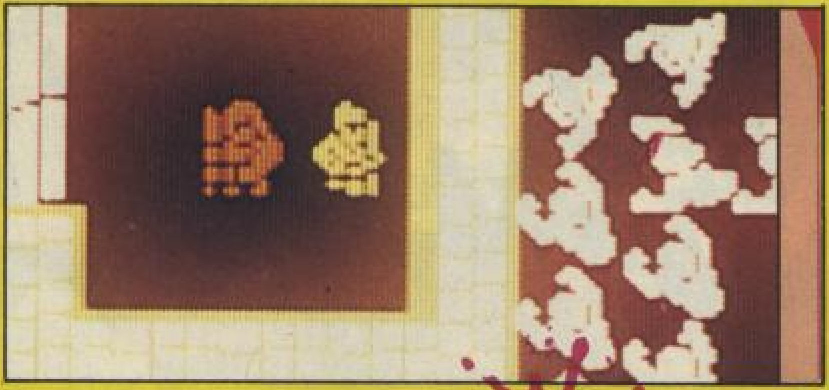
The much-acclaimed Atari coin-op arrived on the Spectrum in February 1987 with 512 multiloaded, scrolling levels. But this 'official conversion' only arrived after several very good clones of the arcade machine had appeared.

The belated licensed version, like the clones, only catered for two players, unlike the four of the arcade original. But even with just a daring duo, cooperation is essential for success. Partly this is due to the differing capabilities of the characters.

The simple aim of the adventurers is to explore the many levels, while shooting and hacking as many monsters as possible. These ghosts, demons and rock-throwing lobbers emerge from generators (which can be shot) and swarm through the mazes attacking the heroes. Contact with them reduces the player's energy level and if this drops to zero, the adventure (and life) is over. Luckily, nourishment is scattered around, along with magic potions to destroy many enemies at once.

Although graphically and sonically rather dull the Spectrum version of *Gauntlet* retains (most importantly) all the playability of the classic coin-op. While the large amount of levels require a multiload, since eight load in a time play doesn't suffer too many interruptions. A huge, action-packed game, this is a bargain. If you were silly enough to miss it first time around, get it NOW!

Overall **85%**



SHOCKWAY RIDER

Producer: Rack-It
Price: £2.99
Original rating: 67%

FTL's second release (in March 1987) failed to arouse the enthusiasm of the earlier *Lightforce*, but it still boasts some impressive graphics, and rather more original gameplay.

You control a dedicated vigilante who aims to clean up the Shockway – a futuristic subway with moving pavements. Three sections of the walkway move at different speeds and characters can jump sideways from one to another. The well-animated figures get larger or smaller as they move between sections, creating a clever sense of perspective.

FOOTBALLER OF THE YEAR

Producer: Kixx
Price: £2.99
Original rating: 68%

This old Gremlin sports simulation was originally conceived as a board game, but eventually appeared on computer back in February 1987.

The game has you as a budding Gary Lineker on the road to stardom. You have £5000 and ten goal cards which, as if you didn't know, are exchanged for shots at goal. An icon-driven control menu is used to access the various parts of the game – including many statistics. And if you think that you're too good for your current team (highly unlikely), a transfer can be requested.

The game's board origins aren't surprising when you see that as well as goal cards, incident cards can also be purchased. But after making a few strategic moves it's time to get out onto the pitch to play a match. An arcade sequence involves shooting at the goal mouth while avoiding the tackles of the defenders.

Footballer Of The Year is an odd mixture of strategy and arcade skills which, unfortunately, fails due to the large amount of luck involved in making progress. Moreover success is extremely easy to attain so that any minimal appeal is soon lost.

Overall **54%**

COMMANDO

Producer: Encore
Price: £1.99
Original rating: 94%

Converted from a Capcom coin-op, *Commando* received much acclaim when it was originally released by Elite.

This is mindless violence at it s very best, with you taking on a whole army, Rambo-style. Your super-fit commando character is equipped with just a submachine gun and a box of grenades. Nevertheless you aim to single-handedly destroy two large fortresses, each one preceded by four areas patrolled by swarms of hostile soldiers.

These aren't the only danger to your life however, as the enemy also has a number of mortars and vehicles such as trucks and motorbikes.

All the soldiers are nicely animated as they jump down from hillocks, spraying bullets like there's no tomorrow. Although the landscape is rather barren – too many features would have cluttered up the play area – it's acceptable.

But what really makes *Commando* is not graphics or sound, but the all important playability – it's positively oozing with addictive qualities. And like all really good games it doesn't show its age – if you missed this first time around, get it now!

Overall **92%**

COMBAT LYNX

Producer: Encore
Price: £1.99
Original rating: 88%

Designed with help from Westland Helicopters (the makers of the real Lynx), *Combat Lynx* originally appeared way back in November 1984 on the Durell label.

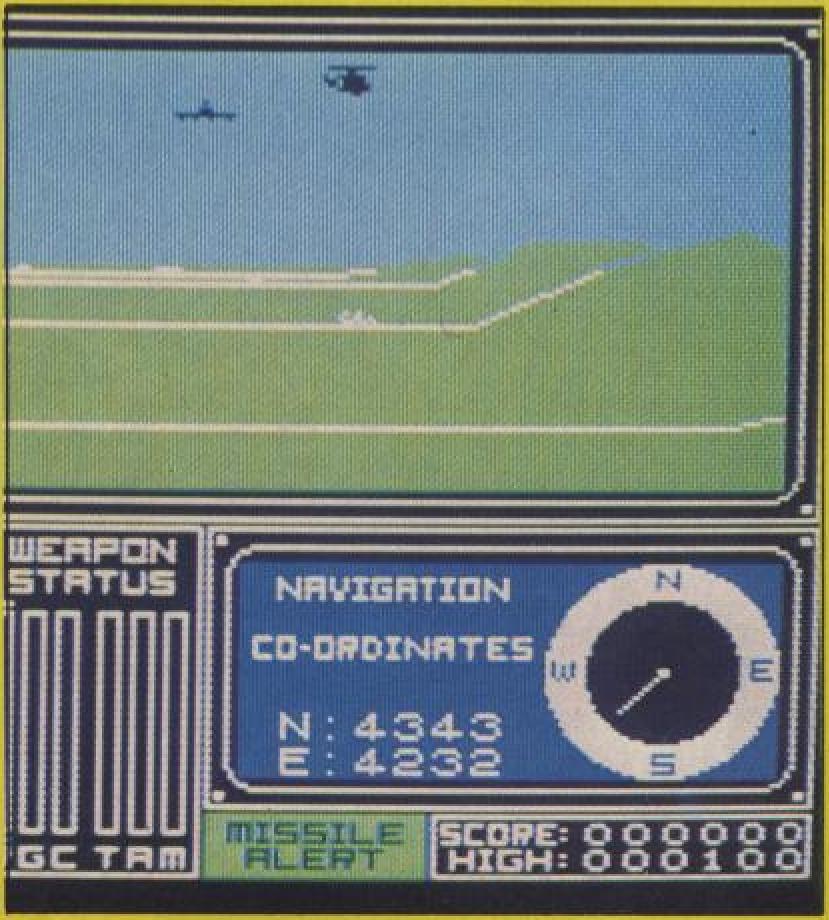
The player's helicopter has between three and six bases to land at, depending on the skill level chosen. After landing, the Lynx can be armed with a variety of lethal weapons such as HOT anti-tank weapons and heat-seeking anti-aircraft missiles. Also available are mines which can be laid to protect bases from attacking enemies.

Although Base Zero has an infinite stock of weapons and fuel, other bases only have a limited supply. Also as most bases are miles away from HQ, quickly mining around them is essential for their protection. If a base does come under attack a message appears in a small window, giving details of casualties etc.

For ease of locating both bases and enemies, a scrolling map screen can be called up, showing a contoured plan of the massive landscape (which is different for each new game). These contours are also present on the main 3-D view, helping to create a more effective illusion of solidity.

Combat Lynx is in no way a simple shoot-'em-up (even though it can be played that way), it involves much strategic planning to protect all the bases. For a game which can take many hours to play the lack of a save/load function can be irritating, but the actual gameplay remains great. A game ahead of its time when it was released, it still looks pretty advanced even now.

Overall **85%**



Danger is never entirely obvious as even normal-looking people may suddenly transform into muggers. So perhaps it's not too surprising that bonus points can be earned by hitting or throwing bricks at innocent bystanders as well those nasty villains. The main character must leap from pavement to pavement to avoid other travellers, as well as the barriers on later levels. If the hero should collide with anyone, he has a tendency to lose his head, literally!

Perhaps, because it was (unfairly) compared to the brilliant *Lightforce*, this was probably underrated at the time. *Shockway Rider* is an original and well-executed game with plenty of playability. Definitely worth a look.

Overall **75%**

TENTH FRAME

Producer: Kixx
Price: £2.99
Original rating: 55%

Originally programmed for the Commodore 64 by American software house Access (*Leaderboard, Raid Over Moscow*), *Tenth Frame* was converted to the Spectrum by US Gold in March 1987. As the name suggests *Tenth Frame* simulates the sport of ten-pin bowling.

Two types of bowling can be selected: team bowling involves competition between teams of up to four players, while open bowling allows single players of different abilities to compete with each other on an equal basis, by using the skill level option.

The bowling alley is shown in vanishing point 3-D perspective, with ten pins at the back. The bowler appears at the front and can be manoeuvred left and right. Once the bowler is correctly placed then a marker must be positioned halfway down the alley. This is used to aim the ball. Then it's time to set the power and straightness of the shot, using a *Leaderboard*-style speed and hook gauge. Each player is allowed two attempts at the ten pins, with the aim of knocking down as many as possible for a high score.

Ten-pin bowling sounds an unlikely sport to be represented by computer, and unfortunately *Tenth Frame* proves it to be unsuitable – the game just fails to impress. For fans only, even at £2.99. Just far too easy!

Overall **53%**

ACE OF ACES

Producer: Kixx
Price: £2.99
Original rating: 62%

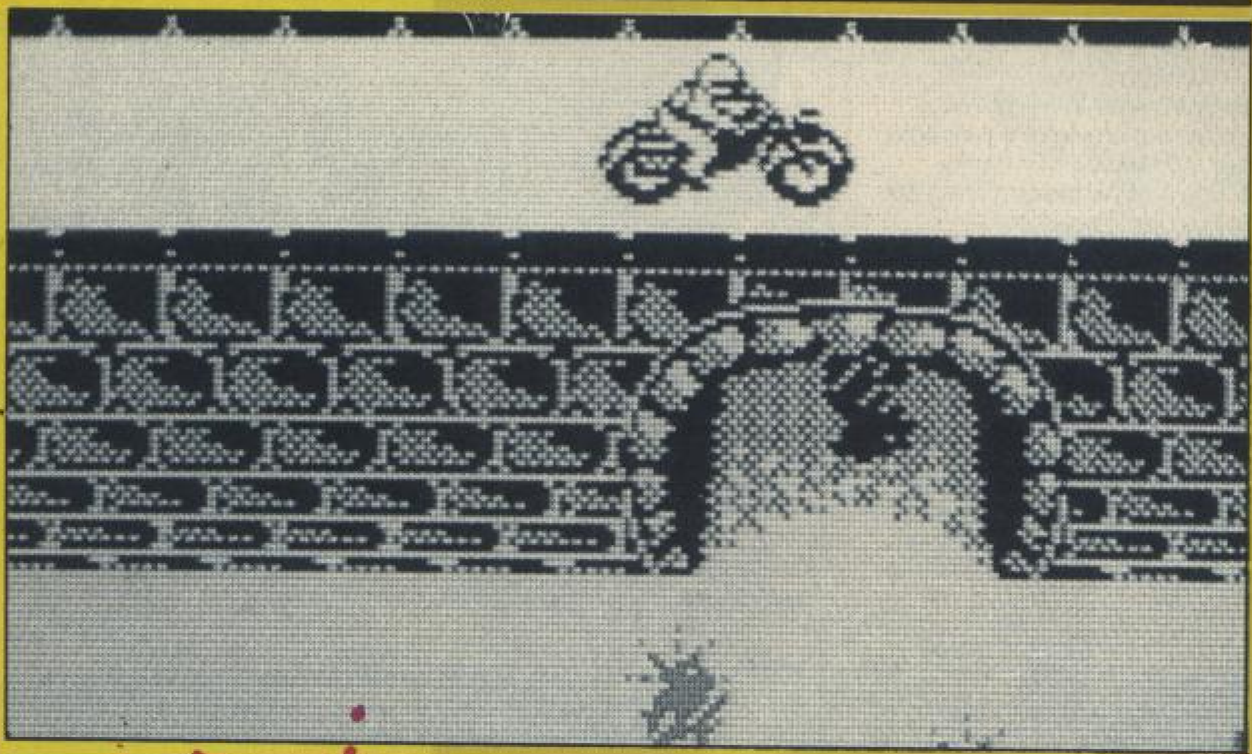
Designed by American software house Accolade, *Ace Of Aces* was first released by US Gold in March 1987 and is a two-section World War II flying simulation.

Section one involves selecting a mission or combination of missions. Enemy targets are displayed on the intelligence screen, along with the weapons you must select from to arm the plane.

Section two contains the game proper – where you pilot a Mosquito on its mission to eliminate the enemy. A multitude of controls are used to control the plane on five different screens – from the cockpit to the map screen. Once the mission is completed, it's time to return to base to collect points for targets destroyed.

Although boasting some fairly impressive graphics, such as the detailed cockpit and the realistic clouds which fly past, *Ace Of Aces* offers little long term playability. Destroying enemies becomes simple after practice and there's little else to keep you coming back for more.

Overall **55%**



LIGHTFORCE

Producer: Rack-It
Price: £2.99
Original rating: 91%

Greg Follis and Roy Carter of *Tir Na Nog* and *Dun Darach* fame (among many others), departed from their usual style in November 1986 to create the vertically-scrolling shoot-'em-up, *Lightforce*.

This was the first release on the FTL (Faster Than Light) label and immediately amazed Spectrum owners with its amazingly colourful graphics. Fast-moving enemies zip around the screen, over a smoothly scrolling coloured background without a hint of colour clash – the second level, Jungle Planet, is particularly impressive.

Lightforce is pure mindless violence – the only deviation from blasting enemies is destroying the ground-level control centres to gain extra lives. Multi-coloured aliens swoop down in various attack waves and must either be shot or avoided. If your strangely-shaped ship manages to battle through to the end of a level, bonus points are calculated for the number of alien waves destroyed and an extra life is given if a preset number of control centres have been eliminated.

Although it eventually proves repetitive, *Lightforce* is still a highly playable blast-'em-up, well worth a look at the budget price.

Overall **82%**



▶



HYDROFOOL

Producer: Rack-It
Price: £2.99
Original rating: 90%

The follow-up to the tremendously popular *Sweevo's World* arrived in June 1987.

After doing a spot of tidying up in his previous adventure, Sweevo has now been given the task of draining the polluted Deathbowl, a sort of giant aquarium. Clad in his diving gear, Sweevo must search the many 3-D isometric screens which make up the Deathbowl for the four plugs to pull out.

Unfortunately a variety of fairly dangerous creatures (including fish and sea serpents) which regard the Deathbowl as home don't want Sweevo to drain away the water. Yet more difficulty is created by the existence of puzzles, which must be solved by moving objects to certain places in order to remove a plug.

Although the gameplay is very similar to that in the prequel, *Hydrofool* provides a welcome second helping of whacky action and perplexing Greg Follis puzzles. This is complemented by beautifully defined graphics and atmospheric sound to make a high quality arcade adventure.

Overall ***82%***

SCOOBY DOO

Producer: Encore
Price: £1.99
Original rating: 91%

This cartoon tie-in took a long time to appear, but when it eventually arrived in October 1986 (from the Follis/Carter team), it was thought by most to have been well worth the wait.

You play the comic canine himself, fighting off the ghosts and mad monks which inhabit the haunted castle that your van just happened to break down by. Scooby uses his fists (or should that be paws?) to eliminate the nasties while he searches for his lost friends; Fred, Shaggy, Velma and Daphne. These captured colleagues are each held on one level.

Apart from the many nasties after Scooby's blood, there are bowling balls rolling down the corridors and dumbells flying overhead. So it's a good job there are a few tasty Scooby snacks lying around to give extra lives.

Well-animated characters help to make this a great tie-in, with a particularly good representation of Scooby. But most grabbing is the thoroughly addictive gameplay which consists of some simple ideas cleverly bound together for some frantic action.

If you missed out on this Scooby Smash first time around, a couple of quid will buy you plenty of amusement in this classic cartoon caper.

Overall ***89%***



TURBO ESPRIT

Producer: Encore
Price: £1.99
Original rating: 88%

Mike Richardson (who later created the amazing *Thanatos*) brought us this unusual driving game in May 1986.

You are a secret agent equipped with a very fast and extremely sleek Lotus Turbo Esprit. You are not out for a relaxing Sunday afternoon drive however, nor are you competing in some sort of race. No, you have been assigned the dangerous task of smashing an evil drugs ring.



An armoured car tours the city streets, awaiting the arrival of four delivery cars to collect the drugs. You must carefully follow the armoured car till it makes contact with a delivery car which you must then either arrest, by ramming it, or destroy by using your machine guns. Care must always be taken not to alert the armoured car to your presence or it will leave the city immediately. Get too successful, however, and the smugglers will send a hit car to get you.

The 3-D view of the action is rather strange, as just above the dashboard you can see your own black car on the road ahead. But the scrolling cityscape provides an atmospheric environment for some intriguing, innovative action. High speed chases are common but care must always be taken not to knock down any innocent pedestrians, run out of fuel or cross intersections when the lights are on stop!

Turbo Esprit contains many intricacies which cannot be adequately explained in such a small space, but suffice to say it is no ordinary driving game. A genuinely great arcade/adventure simulation.

Overall ***90%***



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PBM

POSTAL BLUES

After many months of writing for CRASH, Brendon Kavanagh has had to give up the pressure-filled job of PBM writer. So without further ado, it's over to IAN LACEY (whose credentials for the post stretch way past the M25). Can Ian handle the deadlines?

THE MORE ASTUTE of you will notice that I am not called Brendon, and I don't drive a car (and if I did I wouldn't crash it quite as often)! So without a whisk from the wind I'll get on with this month's look at the world of Play By Mail . . .

EXPANDING GUILD

Alchemist's Guild are expanding. They currently run *Macedon*, a game of biblical conquest which is now running smoothly after a few bugs. In addition Alchemist's Guild run *Revenge Of The Many Legged Man Eating Mutant Tiger Hounds From Outer Space* (the unforgettably titled game first mentioned in Issue 56). They are now looking for new GMs to help moderate *Macedon*, and to moderate their new game *Jetball*. Anybody interested in doing this, or wanting more information about the games, should write to **Tony Ashcroft** at the address below. To GM you should have access to an Amstrad 1652, or be able to get to Kidlington, Oxford regularly. The address for games or business is: **Alchemist's Guild, *PO Box 114, Kidlington, Oxford OX5 1DS.***

Project Basilisk, the people who brought you *Trolls Bottom* and more recently *Creephouse*, are to launch another new game. This one is a serious science-fiction, computer-moderated PBM putting you in the place of a commander of two of the ground ships which give their names to the title, *Battlecrabs*. You play in a game with 500 other players (this is their biggest venture yet!) all of whom are on the same side. Your objective is to overrun the subversive Zarq city. Project Basilisk tell me that it is a little behind schedule at the moment but should be out by the time you read this. For more news on this, a free start up pack for *Creephouse* or *Battlecrabs*, or for a copy of their newsletter (send 80p) write to **Project Basilisk, *PO Box 24, Sheerness, Kent.***

NEW LABORATORY

The Laboratory have recently undergone a change of name and are now trading under the title of **The Games Laboratory**. The changes have not been merely superficial, however. At the third PBM convention they launched *Magelords Of Dorm* (a fantasy wargame) as a sister to *Further Into Fantasy*. Now they have been joined by **Warren Saull** of **WOZ Games**, and have started up two more games; *Streetwise* and *Homebase Alpha*.

Streetwise puts you in the place of a detective in 1950s New York. As to *Homebase Alpha*, well your guess is as good as mine, as they told me nothing of this!

For more information about The Games Laboratory, write to: ***PO Box 127, Swindon SN3 6PW.***

All *Crisis* fans will be pleased to know that the new version of *Crisis* should be launched at the Northern PBM Convention. The game is a lot more complex than its predecessor with many more features, when all current games have wound down there will just be the new version. No longer merely a 'beginners' wargame', *Crisis* will be an excellent game combining all the best pieces of the original with new difficulties and innovations. Amongst the pieces added are paratroopers, professional spies, sabotage, NPC countries that play as players (instead of sitting tight, they now try and branch out into neighbouring countries), continent domination, radiation levels and new turncards (à la *It's A Crime* and *Trolls Bottom*). The new rule book promises to be good, being typeset with professional artwork (trendy). I'm in the lucky position of playtesting the game, and things can get extremely complicated. An unmissable game when it's released. Get along to the Northern PBM Con' and be among the first to sample conquering the World *Crisis II*-style.

Mystery and Adventure Games, who run *Crisis* and *Infinite Adventures* (fantasy role-playing), can be found at ***M-A-G, 15 Farview Crescent, Harrow, Middlesex HA2 9UB.***

GRIM OUTLOOK

A new games company, living not too far away from me, has just been launched. The game they're kicking off with (excuse the pun) a soccer management simulation, called *The Grimsdale Super League*. And even if you're not a great fan of soccer games (or Grimsdale – Ed) I think you should still give this one a go as it's one of the best of its kind. The game is entirely computer-moderated on a Spectrum backed-up by some powerful hardware. This means accurate, unbiased and fast responses. The rule book isn't particularly inspiring, but serves its purpose well enough. After filling in your squad sheet (making players names, equipping your stadium etc) and returning it, winging its way back comes your squad reference sheet for that week and a team selection sheet for the next game. In addition to this, on each subsequent turn you get a list of players available for transfer and a report on how the rest of the league fared that week. The game is actually a converted version of a multi-player computer game called *Soccerman*, written by the designer and GM of *TGSL*, **Paul Dean**. Paul is a talented programmer and I can assure you that the program runs with a minimum of errors. The game compares favourably in price to other professional PBMs with turns at £1.30 and a starting package at £4 (cheques/POs to Grimsdale Games). More information from **Grimsdale Games, *12 Aspen Way, Cringleford, Norwich, Norfolk NR4 6UA.***

That's all for this month. Until next time, fingers crossed that the postal strikes stop . . . (since that's where his pay cheque is – Ed).

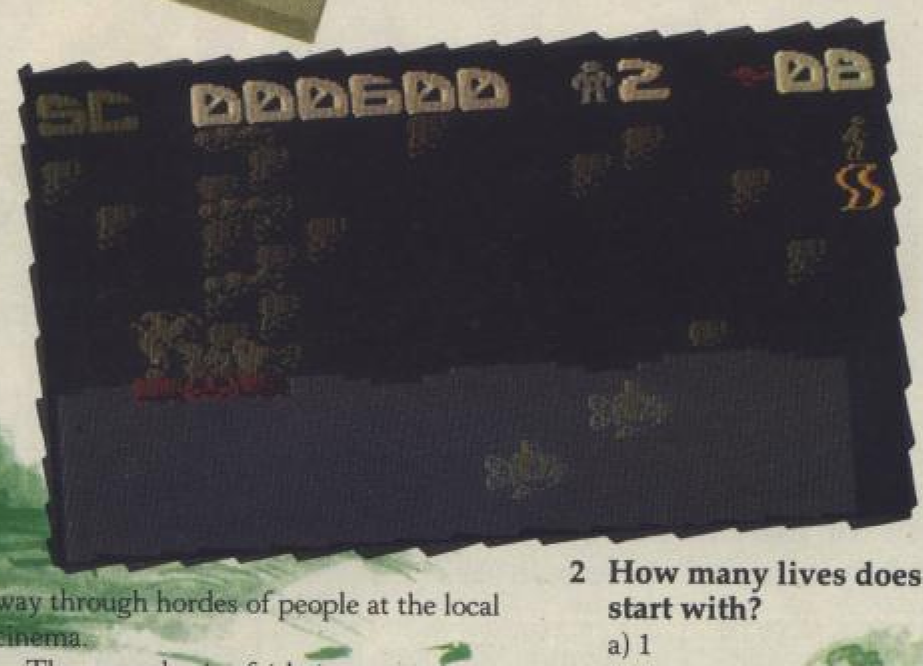
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DRACONUS



COMPETITION



DRACONUS

is the latest budget release on the *Zeppelin Games* label, and is awarded a CRASH Smash this very issue. Looks good, doesn't it? Well I managed to sneak into the CRASH office the other day and watch one of the lads playing the game (the guy who plays football, in green corduroy trousers) before being kicked out amid cries of 'get back to your broom cupboard'. But I was so impressed that I (no, not bought the company) (damn – Derek Brewster) but managed to arrange a competition set around the quest of the brave Frognum and his Draconewt alter-ego, as they fight their way through weird and wonderful settings to destroy the Tyrant Beast.

So if you would like to enter this froggy comp, but don't know what wonderful prize you could win – if you are the lucky person whose name is first out of the fish bowl (well it was the nearest amphibious item I could find) – listen carefully. First prize is a must for all armchair layabouts like me, it is a *JVC VHS video recorder* (the HRD 320 model for all you brainy techno buffs), full of the usual labour-saving technology that allows you to record your favourite TV programme (usually whilst watching the other on another channel, because some clever dick has scheduled them to be shown at the same time), or alternatively watch your favourite video in the comfort of your own home, without having to barge your way through hordes of people at the local cinema.

The second prize fairly impressive too – *fifty runners-up* will receive a copy of *Draconus*, signed by Derek Brewster (company owner and ex-CRASH writer), as well as the programmer and the graphic artist (wow). How do you win one? Simple, it's multiple question time again. So study the questions, write your answers on the back of a postcard and send it to . . .

GREEN 'N' SLIMEY COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB. And before the November 10, please, or you won't be considered for one of those great prizes – and you will be very annoyed.

1 What object does Frognum have to possess to become Draconewt?
a) a Mump Helix
b) a Moth Helix
c) a Morph Helix
d) a Mint Helix

2 How many lives does the player start with?
a) 1
b) 2
c) 3
d) 4

3 Which magical object removes illusory objects?
a) Dragon's Teeth
b) Dragon's Nose
c) Dragon's Eye
d) Dragon's Claw

4 Which of the four elemental forces can Frognum breath?
a) Earth
b) Air
c) Fire
d) Water

5 Who programmed ***Draconus*****?**
a) Speak
b) Spoke
c) Spike
d) Spook

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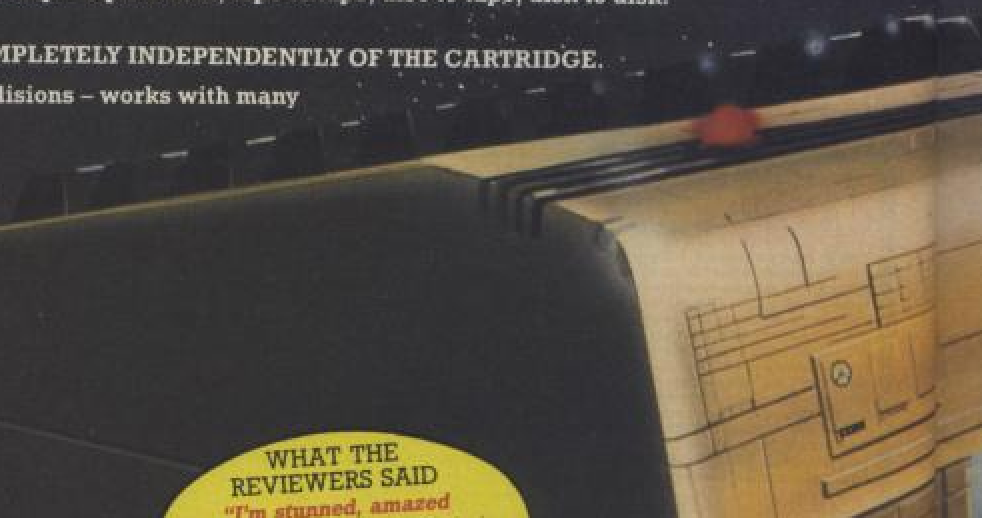
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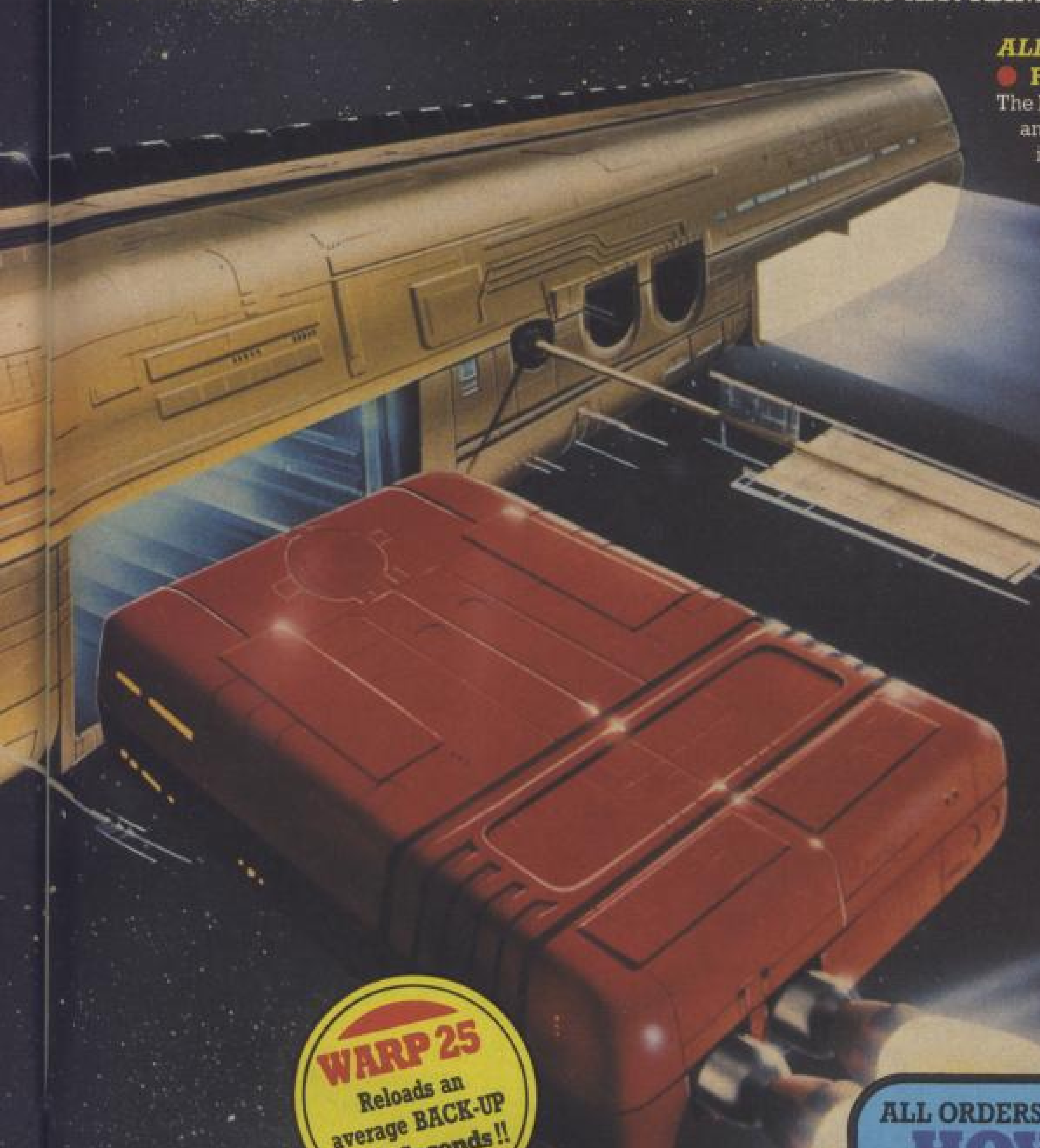
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THE CUTTING EDGE

CRASH takes a look at one of the top products vying for the Christmas Number One position. You'll be able to play the exclusive demo cassette of the next issue of CRASH (along with GO!/Capcom's *LED Storm*).

You know the things – those hovering doobries which whirr overhead when you're just tucking into your 12-inch pizza and chips. No, not a bird, not a plane, not even a pesky, buzzing wasp after your favourite tomato topping, but a helicopter!

Well as revealed in CRASH last month, **US Gold** have acquired the lucrative conversion rights to one of the biggest coin-op hits of the past year, Sega's ***Thunder Blade***. As with *Mad Mix Game* (reviewed on page 86), *Thunder Blade* has been sponsored by Pepsi-Cola, the makers of many a soft drink (but not Cherry Coke – Nick). US Gold are calling it the 'Pepsi Challenge Game Of The Year' (whatever that is?!), and (as with *Mad Mix Game*) players who reach a preset score will earn free entry into a prize draw, with lots of goodies up for grabs. So now it's move over Michael J Fox; get off the wall (geddit?!) Michael 'Wacko Jacko' Jackson (and Bubbles the chimp), because it's big and it's coming soon, it's the arcade sensation of 1988, it's *Thunder Blade*!

Yes, US Gold's first major release in the Christmas period is, as arcade buffs know, a high-speed, helicopter-based shoot-'em-up. The player pilots a hi-tech chopper, weaving through skyscrapers, blasting numerous enemies to smithereens with a whole host of sophisticated weaponry. But the opposition are certainly no push-overs and bombard you constantly – much expert flying is required to progress to the subsequent sea battle where gunships are after your rotors! Further levels include rocky canyons and dense forests to swoop down into.

The main sections of the game are viewed in the amazing, fast-moving 3-D perspective, which kept them piling in the coins in the arcades. And capturing the stunning speed of the graphics is one of the main problems in converting the high-flying coin-op to the Spectrum. To accomplish this mammoth



▲ Sweep from side to side through the action-packed streets of US Gold's *Thunder Blade*

▼ Dive sharply and let off a couple of missiles



▼ Get ready for the playable demo on next month's CRASH



task, US Gold have enlisted the talents of Tiertex, who have previously converted the addictive *720°* (Issue 47, 81%), the similarly stormy *Rolling Thunder* (Issue 50, 47%) and the GO!/Capcom beat-'em-up, *Street Fighter* (Issue 53, 69%). Tiertex was founded just over a year ago by physicist John Prince and electronics engineer Donald Campbell (they should know what they're doing!).

Such expertise has certainly been needed to recreate the changing 3-D perspective of the *Thunder Blade* arcade machine – it can be switched through a full 90° including three possible view points, ranging from bird's-eye to ground level. The complex 3-D mapping routines used to transform the coordinates of the fast-moving solid objects to the screen have actually been developed in parallel with the Atari ST and Amiga versions. This means that full 16-bit maths is used, even on the Spectrum's 8-bit Z80 CPU – boy, these guys are even cleverer than Phil's singing sheep!

This similarity with the 16-bit versions should give the Spectrum game the same realistic feel as its coin-op counterpart. The large, fast-moving skyscrapers are all drawn using polygon-fill routines, giving them a solid 3-D appearance, while other sprites are drawn, using a 'sprite engine' allowing them to be rotated around any axis, as well as shrunk or expanded. It must have been a relief then, to code the more conventional techniques for the large background objects made up of several character blocks (such as the positively huge, enemy battle cruiser).

Given all this complexity (the graphics and object code alone take up over 128K of memory!), perhaps it's not too surprising that the game will use a multiload for its 12 varied sections.

Of course, one thing your average Speccy lacks is the sort of huge joystick which is boasted by the coin-op (although this tends to be a bit too sluggish for the frenetic action, anyway). This massive stick is used for banking (not with the 'listening bank' or the deaf one, for that matter) left and right, and for climbing (not exactly the sort done by Chris Bonnington) and diving (not like 'headbanger', Greg Louganis). The groovy arcade machine also has a separate control for the all-important speed.

But luckily, so that don't have to tie fingers (and your brain) into a knot pressing a vast array of different keys on the Speccy, Tiertex have combined some of the functions so that everything can be controlled with one joystick. Without pressing fire, it works in an identical manner to the coin-op's oversized counterpart, but when fire is pressed with up/down this causes the copter to accelerate/decelerate. And to get over the problem of firing either cannon or missiles, Tiertex have opted to let the fire button give continuous cannon fire, while launching a missile every couple of seconds. Also, quickly pressing the fire button produces rapid missile fire, if needed.

Well it all looks promising, but only when the finished version arrives will we really know whether Tiertex and US Gold have managed to capture on the Spectrum the realistic feel and vertigo-inducing gameplay of the excellent arcade original. But one thing's for sure; *Thunder Blade* should be thundering into your local software shop in time for Christmas – so in the meantime, watch out for low-flying helicopters! And just so you can see it first, a playable demo of the game will be featured on next month's free cover cassette – yes it's coming up to that tinsel-hanging, present-wrapping time of year again folks (what, Easter? – Phil); it's the Christmas Special – make sure you don't miss out!



▲ Much more than just a trip through the park

▼ Over land and sea in *Thunder Blade*







▲ **Blast those cars out of the way!** (*Techno Cop*)

GREEN FINGERS

Following on from the US Gold company preview last month, Sheffield's famous sons and daughters Gremlin Graphics, suffer the wraith of the CRASH probing producer preview . . .

Ever fancied being made High King of Albion? (Never really thought about it, actually – Ed.) Well in ***Artura*** you will soon have the chance, when Gremlin Graphics take you back to the fifth century AD; a world full of warring tribes, and magical, mystical doings. Apparently some foul swine has stolen the Sacred Treasure Of Albion (a collection of magical rune stones), and you need to recover them to have any chance of uniting the scattered tribes. Only one person could know the whereabouts of the runes, Merdyn the Mage, your long time friend and advisor. But he has disappeared, as has his apprentice Nimue.

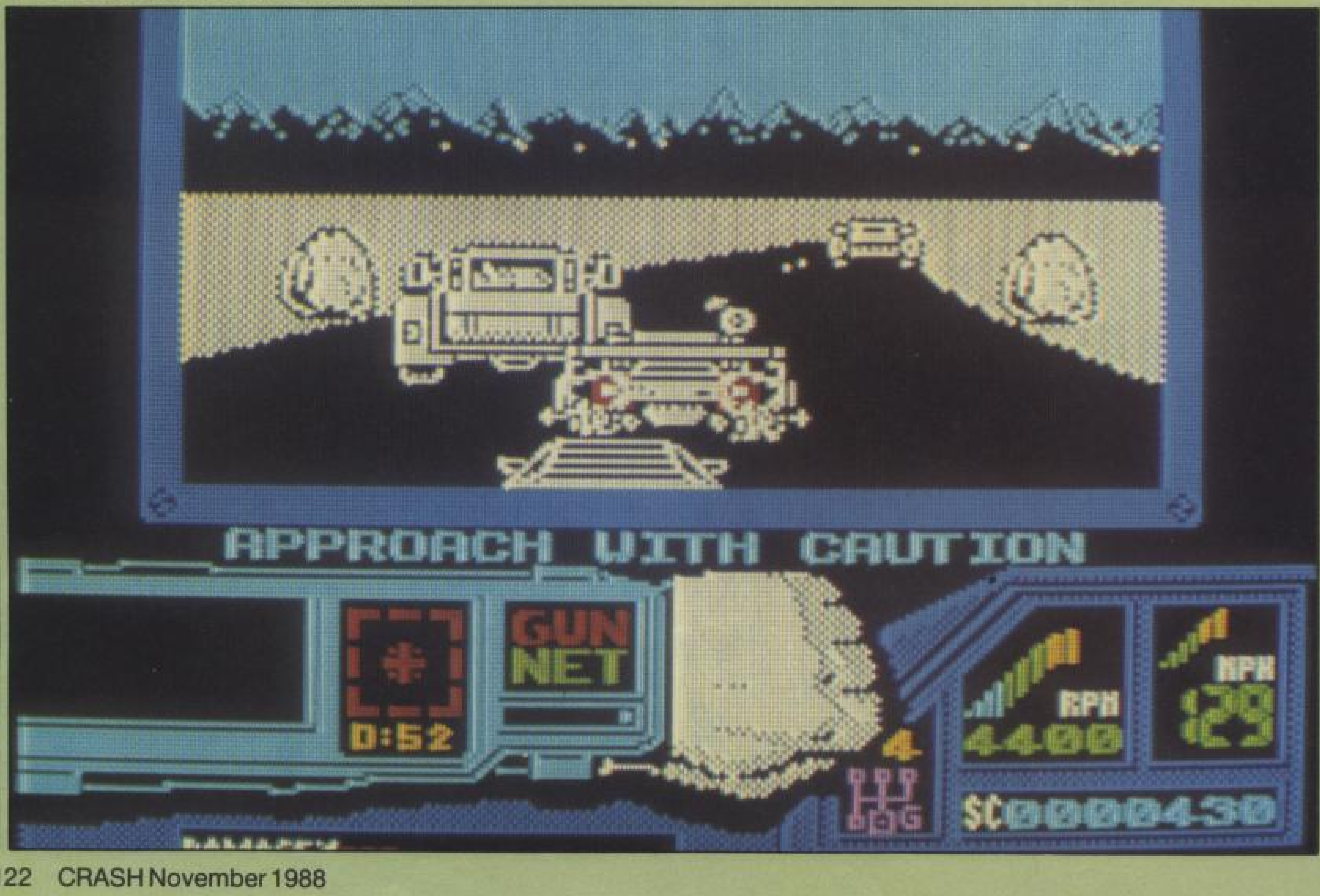
On your travels to find him you discover that your half-sister, the evil Morgause, has kidnapped Nimue and has the runes in her possession. So picking up your trusty battle axe you set off for Morgause's stronghold in an attempt to save Nimue and the runes. Needless to say that Morgause isn't too chuffed when her 'do-gooding' half-brother arrives for a visit, so she sends her various minions to sort him out. But it will take more than a bunch of foul featured baddies to stop our boy. Can Artura save the damsel in distress? Can he save his homeland as well? Will he defeat court actions claiming it's all a rip-off of King Arthur?

Find out when *Artura* hits your local computer store soon.

'NAM MA'AM

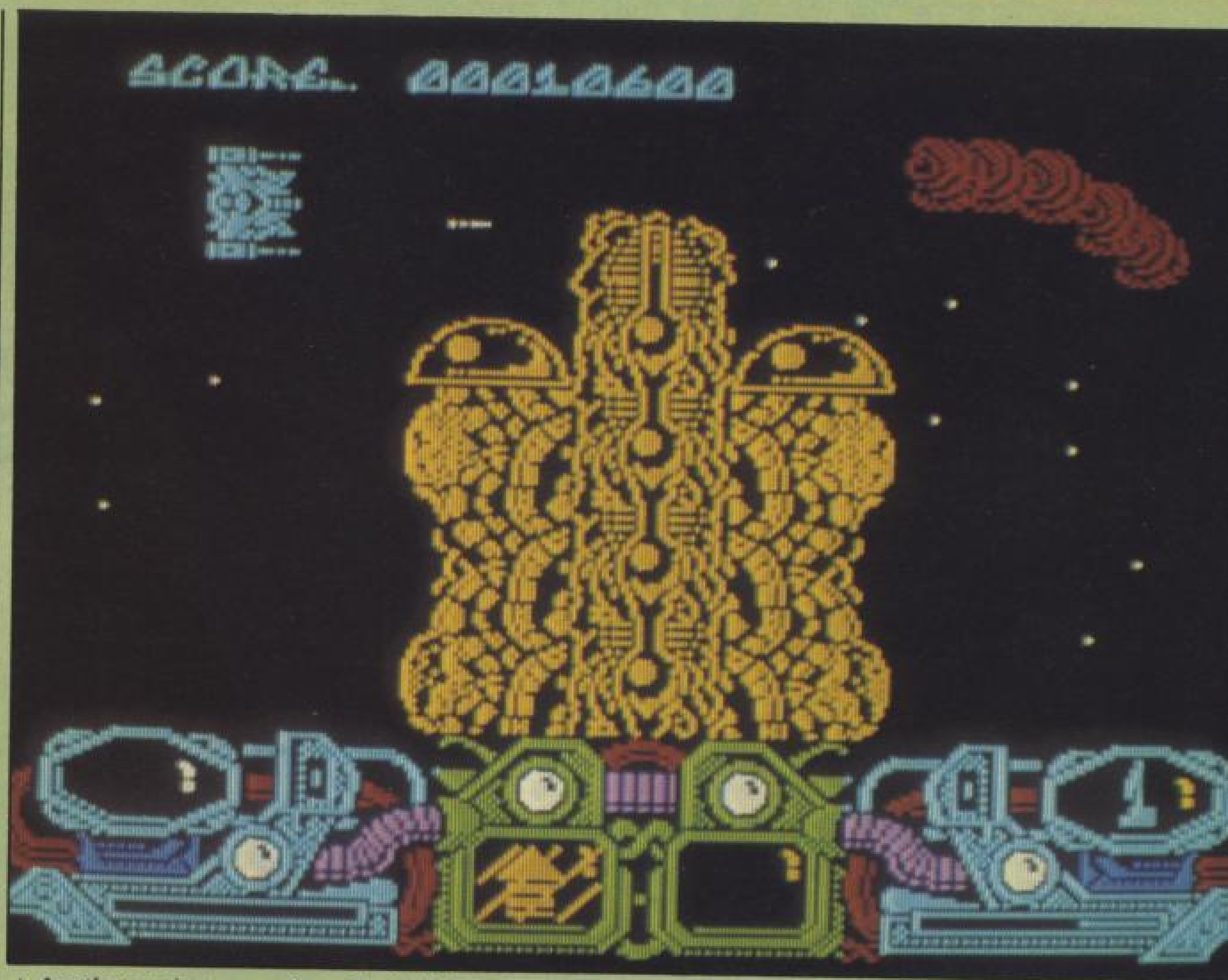
Butcher Hill chronicles a battle for survival in one of the bloodiest conflicts of modern

▼ **Crazy car action in Gremlin's** *Techno Cop*





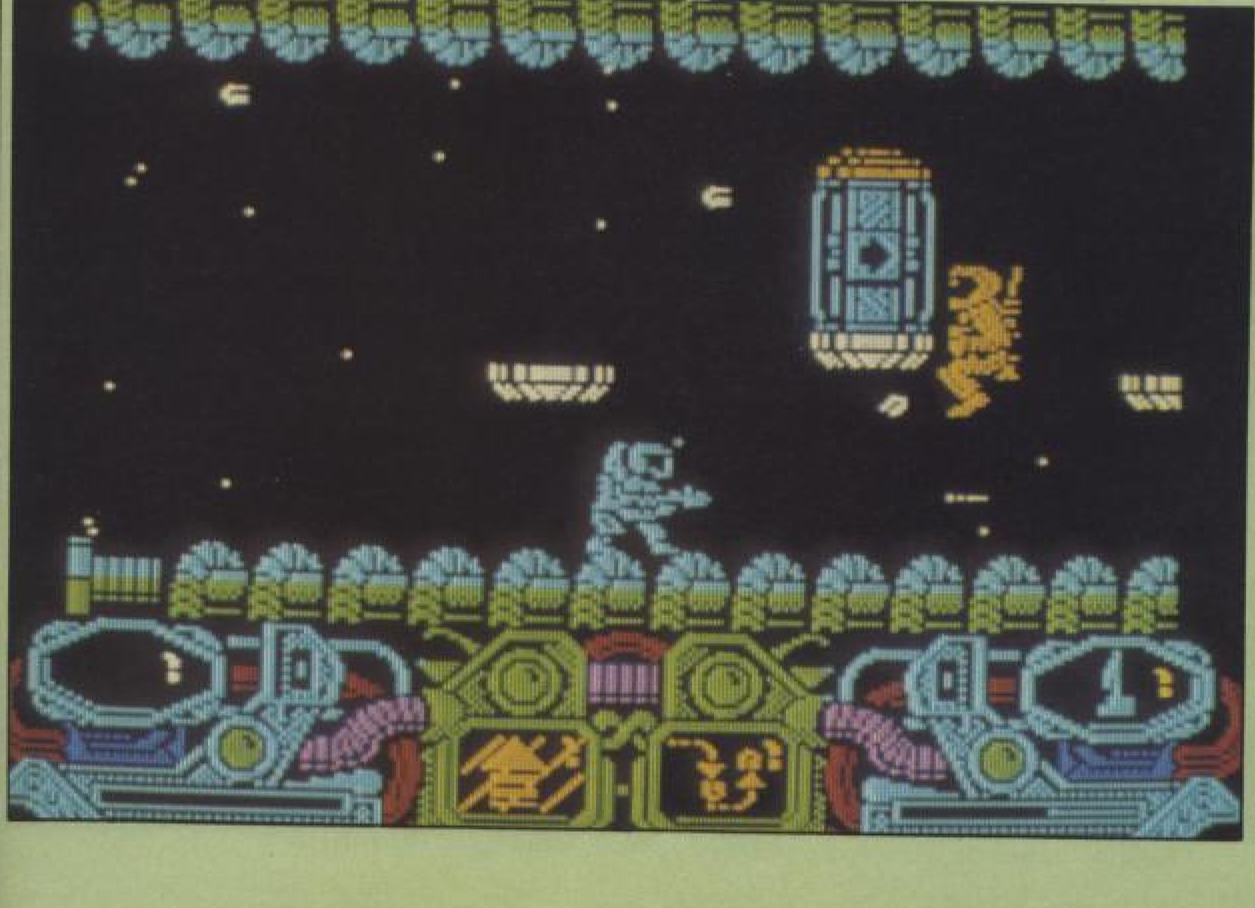
times, the Vietnam War. You play the part of a foot soldier who has to brave a motorised dingy ride up a murky river, collecting vital supplies and ammunition on the way. But beware of the enemy mines and aerial bombardments, because as the saying goes, if you're hit, you are dead. Survive that hair raising ride and your journey is far from over. You now have to make your way by foot through the jungle, avoiding deadly mantraps and enemy gunposts to reach an unknown village. Is the village held by friendly hands or will the enemy use your rear for target practice as soon as you poke your head around the corner (eh? – Ed). Whatever you decide to do, you still have to reach your final objective on Butcher Hill, so go to it soldier, and good luck.



▲ **Another exolont game from Sheffield-based Gremlin** (*Dark Fusion*)

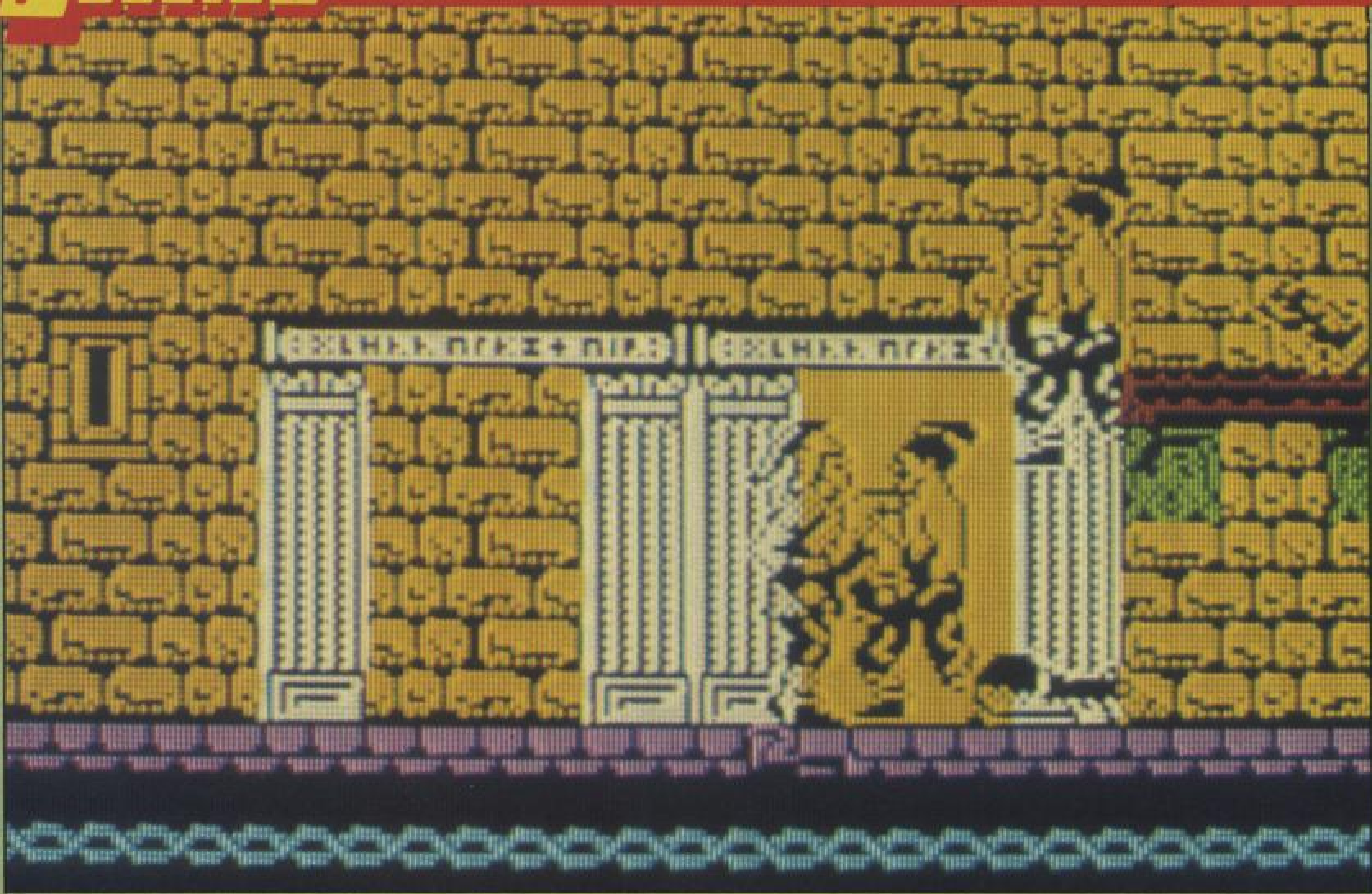
From the near past to near-future with another Gremlin release; ***Techno Cop***. This is set in a society where the rich get richer and the poor get poorer; so that crime, chaos and destruction reign. But this is your territory and you play the part of a futuristic policeman who has sworn to wipe out crime and uphold law and order. You must patrol the streets and arrest all of the lawless thugs, muggers, street gangs, and murderers that you meet. But although this sounds a little like the plot for a Judge Dredd cartoon strip, all you have for defence against the baddies' huge variety of weapons is your trusty stun gun and keep net. But if some strange reason the over-armed thugs try to make a run for it, you always have your sleek racer to leap into and give chase. It's a hard life being a Techno Cop, but no-one said it would be easy, did they? Watch out for it in mid-December.

▼ **Underground, overground, wandering free** (*Dark Fusion*)



APOCALYPSE SOON

For many years people have been saying that the human race will one day be destroyed. Well in ***Motor Massacre*** this has happened and the holocaust has wiped our once proud civilisation from the face of the Earth. But out of this devastation rises a new breed of humans, merciless in their greed for possessions, barbaric in their thirst for power and dominance (I thought our civilization had been wiped out? – Ed). They live for their vehicles of destruction, in which they compete with one another in the Demon Dome to become Supreme Gladiator. It is, or ▶



▲ **Bash those baddies to save the damsel in distress (*Artura*)**

course, into this arena that you begin the game. Your objective is to compete in the most horrifying carnival of motor destruction since System 3's Mark Cale arrived in Ludlow, to beat all your competitors and become Supreme Gladiator. Will you win or will you become another casualty of the motor massacre? Find out at the end of November.

Only the elite pass the gruelling three-part test set by the Corps of the Guardian Warriors. You're one of the candidates for this test in ***Dark Fusion***, so strapping your jetpack firmly to your back, and tightening your grip on your laser rifle, you enter the fray. The game sees the player battling against aliens in an array of strange scenarios. And be assured that the only thoughts on these aliens' minds is your destruction. Shooting the ugly monsters causes them to explode and release a fusion pod. Collect them and they supply you with more powerful weapons needed later on in the game.

While no doubt steadily progressing, you'll encounter gun turrets, alien attack craft, transporters and much more besides. And once a certain amount of battles have been won a choice must be made . . . whether to continue in your normal state, or to fuse lifeforms with a vanquished foe? The choice will be yours when *Dark Fusion* appears in early December.

▼ **Monochromatic mayhem as the meanies approach you in *Artura***



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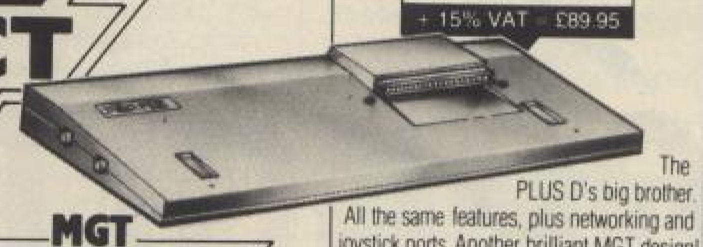
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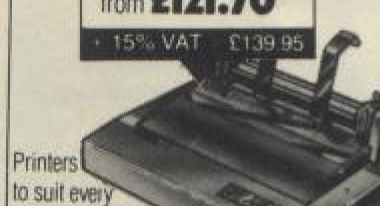
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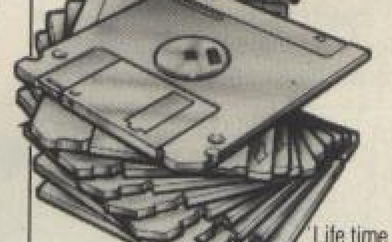
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Et Al



GOGGLE!

Cheap thrills on the video shelves



The longer, and colder, nights bring with them the welcome compensation of some of the year's best video rental releases. *RoboCop* and *ET – The Extra Terrestrial* should be appearing soon, while this month sees the release of three very interesting thrillers. First, and perhaps foremost among them is **Ridley Scott**'s ***Someone To Watch Over Me***. As visually sumptuous as one would expect of the director of *Alien, Blade Runner* and *Legend* this is a superior thriller-romance. The plot concerns **Tom Berenger**'s detective character guarding a wealthy, and beautiful, socialite played by **Mimi Rogers**. Unfortunately the detective is married and his assignment leads to his family coming under violent threats.

An even more critically acclaimed director than Scott is **John Schlesinger**. His previous films include *The Marathon Man* and *Midnight Cowboy* so it comes as no surprise to find his latest, ***The Believers***, as exceptionally gripping. The principal stars are **Martin Sheen** (*Apocalypse Now*) and **Helen Shaver** (*Supergirl*), here mercilessly entangled in a modern day voodoo plot. The film's marred by a disappointing ending, but it's still a recommended release.

The last of our rental thriller trio, ***Black Widow*** may lack a big name director, but packs in the tension all the same. The story involves a young lady whose exceptionally wealthy husbands have a tendency to die pretty soon after leaving the church. As they say, once is an accident, twice a coincidence and thrice a conspiracy. **Debra Winger** (*Legal Eagles, An Officer And A Gentleman*) investigates **Theresa Russell**'s marital tendencies in a stylish and involving tale.

A rather more violent sort of thriller heads up this month's collection of 'sell-through' or budget videos. Those of you who've seen ***The Long Good Friday*** on TV will no doubt remember **Bob Hoskins**'s brilliant performance as a London gangland boss. Almost equally prominent was the perhaps more questionable performance of the TV censors. If you're over 18 you can now have the full, uncut version of one of the very best gangster movies ever for £9.99 from CBS/Fox.

Watch all those thrillers and no doubt you'll be in need of some comic relief. Step forward ***The Time Bandits*** (£9.99, CBS/Fox). This is the second film by *Monty Python*'s American animator **Terry Gilliam**, who has since won heavy acclaim for *Brazil*. The Time Bandits are in fact a group of metaphysical dwarves who involve a young schoolboy in hilarious time-travelling (mis)adventures. Shot in just 12 weeks it has become a cult classic and is genuinely one for kids from 'eight to eighty'.

A just slightly more adult variety of humour is provided by ***Monty Python And The Holy Grail*** (£9.99, CBS/Fox), rated 15. The very first Monty Python film it was financed by Led Zeppelin and Pink Floyd among other, unorthodox sources. Corporate reluctance to become involved was proved wrong when the Monty Python team successfully recreated their bizarre TV humour in this excellent parody of Arthurian myths.

Comedy of a distinctly different type is offered by Warner's ***The Pink Panther Collection*** which includes seven of the movies, but



not *Return Of The Pink Panther.* Still, fans should find enough to be going on with, there's ***The Pink Panther, A Shot In The Dark, The Pink Panther Strikes Again*** and ***The Revenge Of The Pink Panther.*** Also included are ***Inspector Clouseau*** which stars **Alan Arkin** rather than Sellers, the awful ***The Curse Of The Pink Panther*** with **Ted Wass** and finally a collection of *Pink Panther* / Sellers out-takes made into the respectable ***The Trail Of The Pink Panther.*** All are priced at £9.99.

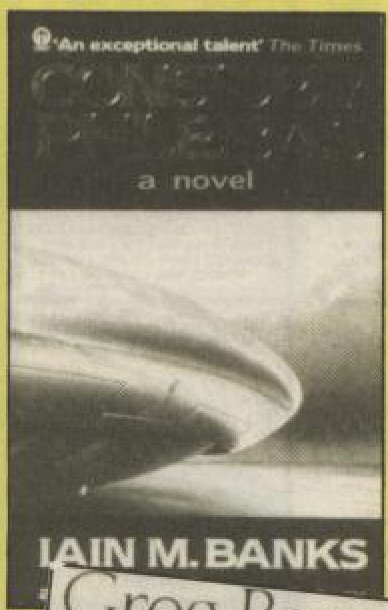
Another Warner collection, ***Classic Westerns*** offers rather more violent entertainment. In chronological order these are **John Wayne**'s brilliant ***Red River, Springfield Rifle*** (an average **Gary Cooper** movie), ***The Kentuckian*** (the only movie directed by **Burt Lancaster**), ***The Big Country*** (a huge box office hit), ***The Left Handed Gun*** (interesting Paul Newman film), ***The Magnificent Seven*** (famous classic), ***Cheyenne Autumn*** (still heavily cut), ***The Hallelujah Trail*** (average satire), ***Duel At Diablo*** (violent classic) and ***The Scalp Hunters*** (average comedy). Again all are available at £9.99.

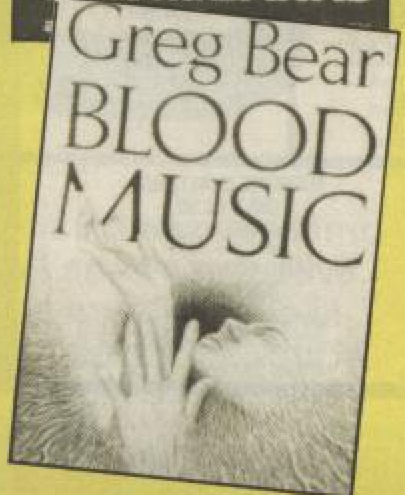
Good stuff, I'm sure you'll agree!

THE BOOK CORNER

New CRASH writer, STUART WYNNE, takes a flick through and browse over the latest crop of science fiction and thriller books to creep under the CRASH Towers door.

First to hand off the sagging shelves, probably because it's so big, is **Iain M Banks**'s *Consider Phlebas* (Orbit, £4.95, 471pp) a novel which is intended as a kind of print *Star Wars.* Banks is a long-time SF addict but his acclaim as one of the UK's finest writers is due to such non-SF novels as *Walking On Glass. Consider Phlebas* was written as a deliberate break with his earlier novels, a return to the pulp SF he'd enjoyed when younger. Without doubt the novel reads well and its length is never intimidating. The actual story is not, however, as impressive as it might be. The basic scenario suggests many sub-standard SF novels, if not computer game inlays; a galactic war is in bloody progress, billions have died and worlds destroyed. On one side there's the alien Idirans, passionate and violent whom the central, human character Horza supports because, paradoxically, he thinks them the most human. On the other side there's the highly intellectual, human Culture, which seems infatuated with technology and logic.





The novel begins with the destruction of a Culture ship near the neutral Planet of the Dead. Crash-landed on the planet is the ship's Mind, an artificially intelligent computer. If the Idirans can obtain it they'll become unstoppable so they've sent Horza on a very delicate covert mission.

Horza's task is in one sense an exploration of the differing values of the two warring empires, the Idirans (probably named after the Id, or unconscious) represent primal emotions, while the Culture obviously represent civilization, possibly overdeveloped. Yet this intellectual side of the story is never strongly developed and the real heart of it remains a *Star Wars*-type fantasy adventure complete with manually piloted starships flying through spinning space stations. At this level, *Consider Phlebas* is an enjoyable, but not extraordinary novel.

A rather more special blend of serious ideas and exciting plot is *Blood Music* by **Greg Bear** (Legend, £2.95, 262pp). First published back in 1986 it's been rereleased to coincide with the hyping of Bear's newest book, *Eon.* The story opens with Vergil Ulam genetically engineering biological computer chips. Unfortunately the biggest discovery of Ulam's career, apparently intelligent microbes, is due to illegal experiments which his boss seems ready to fire him for. To save his microbes Ulam ends up injecting himself with them. Where the story goes from there is exceptionally exciting, endlessly surprising, relentlessly logical and hence believable as well. Highly recommended.

A more recent release is *Jig* (Coronet Books, £3.95, 592pp) by **Campbell Armstrong** (aka Campbell Black). Yet despite being labelled 'a strong candidate for Thriller of the Year' by the *Daily Telegraph.* I personally found it a little weak. The story concerns IRA assassin Jig on a mission to recover American-raised money stolen while crossing the Atlantic. His efforts to do this, while being pursued by British counter-terrorist agent Frank Pagan, provide the motive power for a compelling novel. Nevertheless there are several serious weaknesses emphasised by comparison with all the hype. Firstly there's the shameless romantization of the highly-successful – that is, murderous - assassin since he takes care not to kill 'innocents'. This 'honourable' side to the assassin leads to a quite unbelievable incident towards the book's end. Secondly the plot is given to a few too many twists of the *Dallas* type. Still, while the underlying plot lacks both credibility and any kind of moral depth, it remains a good page-turner.



William Diehl first hit the bestseller league with the heavily promoted *Sharky's Machine* and while subsequent novels have disappointed, much like the Burt Reynolds film version, his latest novel is again high in the hype charts. Moreover the novel in question, *Thai Horse* (Bantam Press, £6.95, 431pp) is another of those big paperbacks priced midway between hardback and paperback. Is it worth it?

Fifteen years after the Vietnam war Christian Hatcher has been asked to find out about a friend declared Missing In Action over in Vietnam, but now rumoured to be running drugs in Thailand. What sets this thriller several notches above *Jig* is its attempts, occasionally pretentious, to provide a genuine moral dimension to the action. The obvious 'inspiration' for the novel's structure is **Joseph Conrad**'s *Heart of Darkness,* which also formed the basis of the movie *Apocalypse Now.* Diehl's reworking of Conrad's themes may not be great literature, but at least they provide admirable depth to an involving and exciting thriller.

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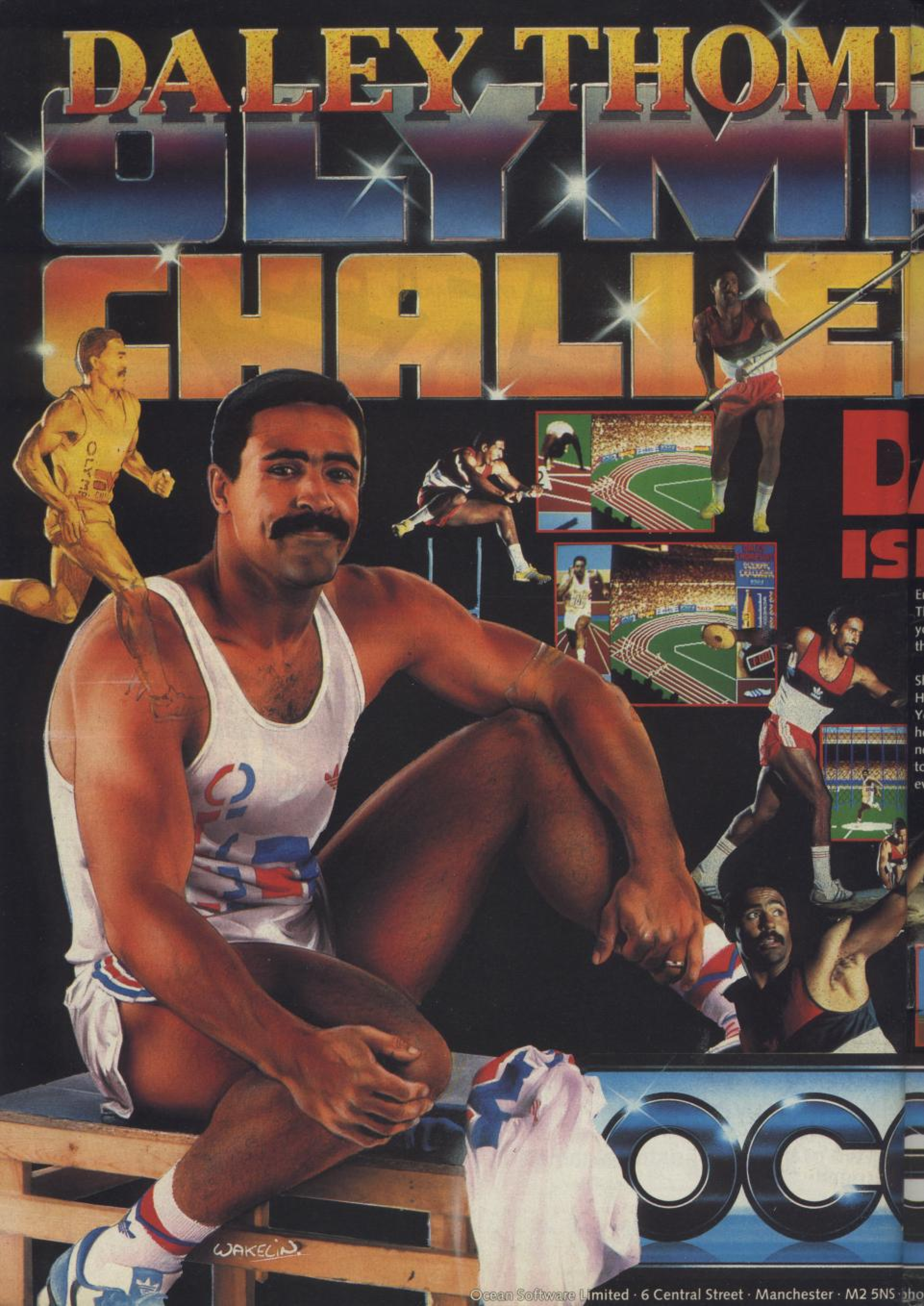
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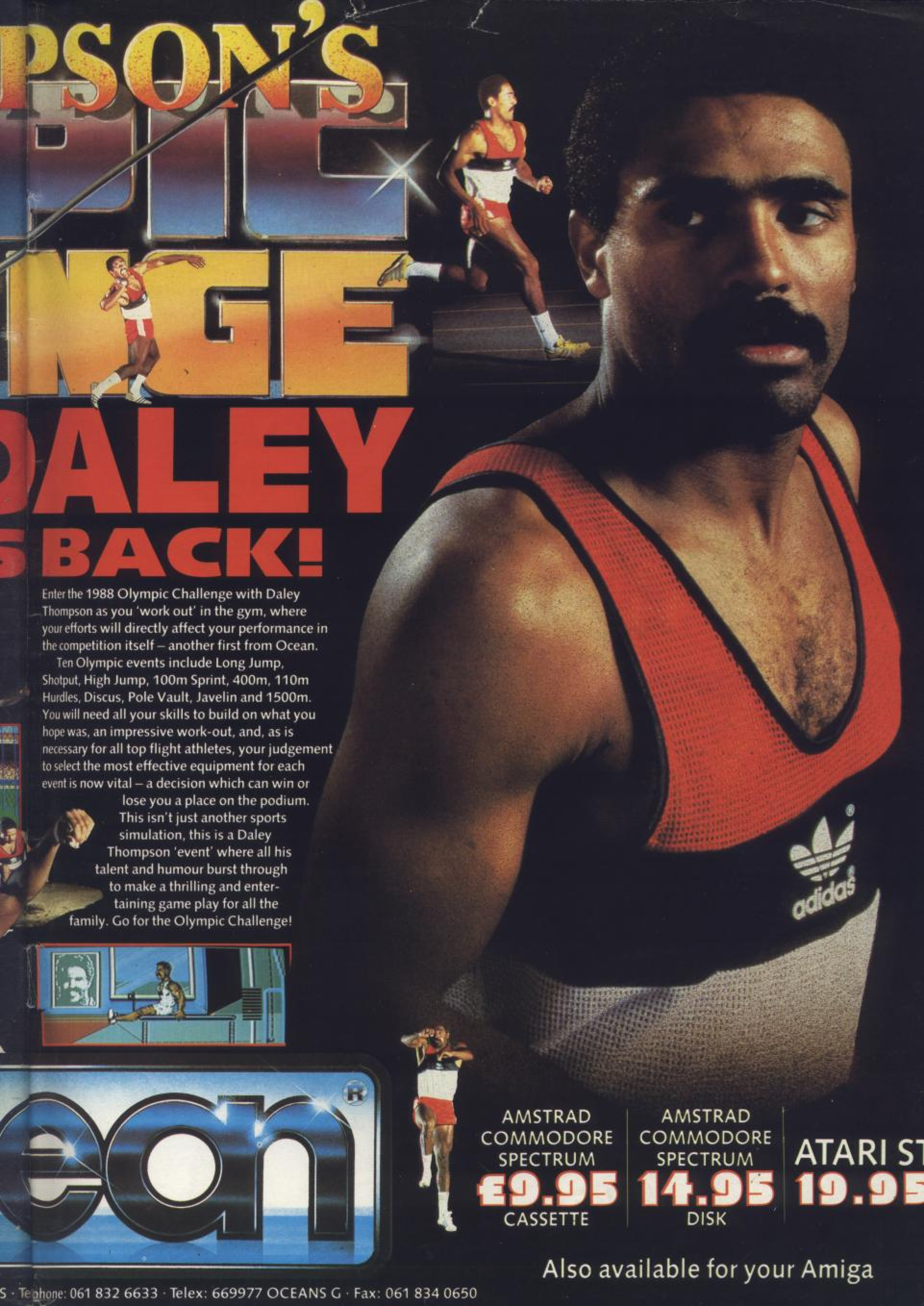
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